MARS IS A LIE

GASLANDS

Post-Apocalyptic Vehicular Combat

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Mike Hutchinson

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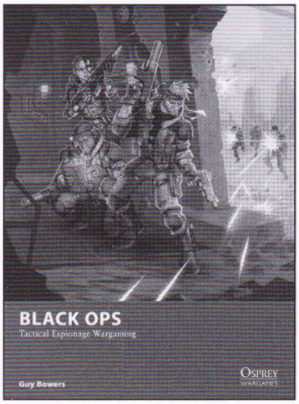
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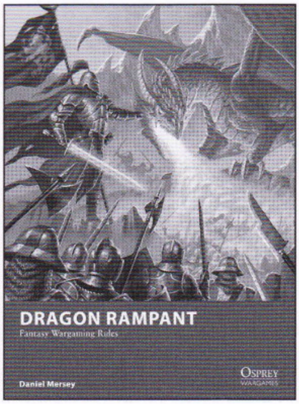
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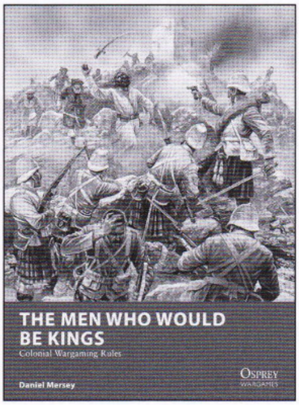
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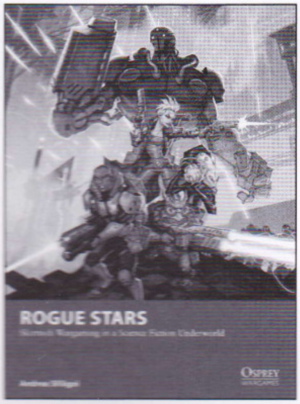
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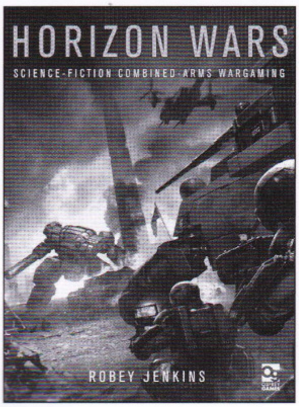
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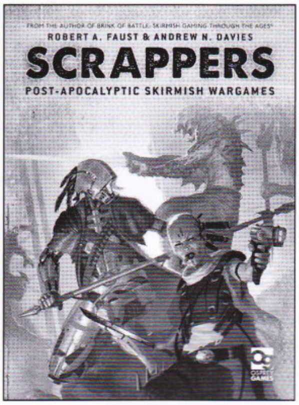
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GASLANDS

POST-APOCALYPTIC VEHICULAR MAYHEM

MIKE HUTCHINSON

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Editor's Note

For ease of comparison please refer to the following conversion table:
1 mile = 1.6km
1yd = 0.9m
1ft = 0.3m
1in = 2.54cm/25.4mm
1 gallon (Imperial) = 4.5 litres
1lb = 0.45kg

Osprey Publishing supports the Woodland Trust, the UK's leading woodland conservation charity. Between 2014 and 2018 our donations are being spent on their Centenary Woods project in the UK.

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TIMELINE

1969: Apollo II, first manned Moon landing
1976: Ares I, first manned Mars landing
1979: August, first Martian settlement
1982: Civilian Martian colonisation begins
1991: Martian Secession
1999: Martian Attack and Earth's collapse
2008: Gaslands TV show launches
2018: Present day. Gaslands 10-year anniversary

GASLANDS

The year is 2018. Earth has been under Martian occupation for 19 years. The war left much of Earth destroyed and her population enslaved by the corporations of Mars and their relentless efficiency.

Earth is a ghetto. All money goes to Mars. While some resent those that betray their fellows to work for a Martian corporations, many simply cannot afford ideals.

The Internet is gone, but television continues under the global control of The Network, a nest of greedy and traitorous Martian collaborators. The Network's executive producer and chief anchor man, David Logan, is responsible for its line-up of ultra-violent blood sports and gas-guzzling death games.

The jewel in The Network's crown is Gaslands: broadcasting amateur and professional death races from across the world as teams battle for a place in the prime-time international final.

This spring Logan is offering a prize unique in the ten-year history of Gaslands: a one-way ticket to Mars. Escape from the broken and crumbling Earth to make a new life in that haven of the rich and happy.

The deadliest death races! The wildest half-time extravaganzas! The craziest audience participation! Everywhere David Logan's executive intervention can be felt. His vision is simple. This year must be the most spectacular Gaslands season ever.

Gaslands. Every Tuesday and Saturday night, 21:00 Central Mars Time.

GAME OVERVIEW

Here's the 60-second version of *Gaslands*...

To get started, buy your teams and choose a scenario. Set up some post-apocalyptic terrain, deploy your cars and roll-off for the first move.

Each turn, you count up from gear 1 to gear 6 and in each gear phase you activate every vehicle currently in that gear or higher. Cars in higher gears will therefore move more often than cars in lower gears.

To move, you pick a template that is allowed by the gear that you are currently in and place it down in front of your car. If you touch a template you must use it!

Before you move your car, throw some skid dice to shift gears, spin or slide. When it comes to the skid dice, shift results are good and hazard results are bad.

Shifting gears, sliding and other actions are going to cause you to build up hazard tokens on your car. If you pick up six hazard tokens you wipe out at the end of the current activation. You can use the shift results on the skid dice to clear hazard tokens, so keep an eye on them.

After making your skid check, move your vehicle along the template into its final position.

If you drive into anything, you resolve a collision. Collisions are normally bad news for the lighter vehicle, and worse for everyone if they are head-on.

After a car moves, it has a chance to attack. You can make one attack for each crewmember. If you're getting shot at, you can try to evade the attacks.

If you take too much damage, eventually you are going to get wrecked and might also explode.

When racing you have to drive through the gates, in order, in the right direction and faster than the other guys.

THE RULE OF CARNAGE

In *Gaslands*, if a rule is unclear, choose whichever option results in the most carnage for all concerned. This is The Rule of Carnage.

SPECIFIC RULES

The text of a specific rule can conflict with the general rules. In case of a conflict, the text relating to the more specific circumstance overrides the more general rule.

WHAT YOU'LL NEED

TOY CARS

You'll need to start with a small collection of post-apocalyptic cars, trucks or buggies in any scale. The rules assume you are using die-cast toy cars, (roughly 20mm scale), which are inexpensive and readily available.

DASHBOARDS

You should print a DASHBOARD for each vehicle you control. It is a quick reference for your vehicle, and used for recording current values for hull points and gear. You can either photocopy the vehicle dashboards at the back of this book, or download and print them from Gaslands.com.

Place a six-sided dice (D6) in the GEAR BOX, with the appropriate side face-up, to show the vehicle's current gear. Check off the hull points with a pencil as they are lost. Note down any weapons or upgrades in the box provided.

MANEUVER TEMPLATES

You will need a set of custom templates, with which movement and weapons are measured. You will find these templates on the last pages of this rulebook. Photocopy these, stick them to some cereal box cardboard and cut them out with scissors or a craft knife.

DICE

You only need six-sided dice (D6) to play *Gaslands*. Whenever these rules refer to a die, use a D6.

SKID DICE

If you are feeling industrious, you might want to make some custom skid dice, perhaps by printing the symbols on sticky labels and using blank dice.

TABLE

You'll need a flat surface to play on that is roughly 3'x 3' or larger. A 4'x 4' board is recommended.

TERRAIN

Terrain such as obstacles, areas of rough ground, tin shacks, barricades, ramps, oil cans, and road sections will add much to the game, but are not required.

TOKENS

At a minimum, you will need a set of matching tokens to represent hazard tokens. You may also find using tokens to track which vehicle has activated, how much ammo weapons have left, who has pole position, and so on useful. They are not required to play the game.

You will find a full selection of tokens and markers in the last pages of this rulebook. Gaming gems, bottle caps, or tokens scavenged from other board games (in true post-apocalyptic style!) work just as well too.

BASES

You are not required to base your vehicles, the choice is yours. Toy cars tend to have a pretty regular footprint, so you shouldn't find too many issues unless your converted vehicles are particularly crazy. If you don't use bases, all measurements are from and to the body of the vehicle.

If you do choose to use bases, the minimum recommended sizes are as follows:

Vehicle	Minimum Base Size
Bikes	20mm x 30mm
Most vehicles	30mm x 60mm
Monster Truck, Tank	40mm x 80mm
Bus	40mm x 100mm
War Rig	CAB: 50mm x 80mm TRAILER: 50mm x 150mm

If you use bases, all measurements are made from and to the bases.

VEHICLES

Vehicles are defined by the following statistics:

- Max Gear
- Handling
- Crew
- Weight
- Hull Points
- Build Slots
- Cost (in Cans)

MAX GEAR

Every vehicle has a MAX GEAR value. A vehicle's current gear may never exceed its max gear. See "Movement" (page 9).

HANDLING

Every vehicle has a HANDLING value, which affects how many SKID DICE the vehicle can roll. See "skid check" (page 15).

CREW

Every vehicle has a CREW value. This indicates how many CREWMEMBERS the vehicle has. The more crewmembers a vehicle has, the more attacks it can make during the attack step. See "Attack Step" (pages 23).

Every crewmember is armed with a handgun by default.

WEIGHT

Every vehicle has a WEIGHT, which indicates how solid and heavy it is. For example, bikes are LIGHTWEIGHT, cars are MIDDLEWEIGHT, and buses are HEAVYWEIGHT. See "Collisions" and "Damage" (page 18 and 28).

HULL POINTS

A vehicle's HULL POINTS indicate how much punishment it can take before it is immobilised (perhaps in a ball of flames). Hull points will be reduced by enemy attacks and collisions. When a vehicle is reduced to zero hull points it is wrecked. See "Damage" (page 28).

BUILD SLOTS

Each vehicle has a number of BUILD SLOTS. When constructing a vehicle, weapons and upgrades have a COST but they also require a number of available build slots. Once weapons and upgrades have used up a vehicle's available build slots no more may be fitted. See "Creating a Team" (page 29).

The Cult of Speed has spread even to the hellish wastelands of Europe, where gasoline is rarer than fresh water.

COST

Every vehicle, weapon, upgrade and perk has an associated COST. This is the number of cans of gasoline required to purchase the item. Gasoline is the new gold standard. Cans of gasoline are traded for parts and services throughout the wasted Earth.

THE TURN

A game consists of multiple TURNS. Each turn is split into six GEAR PHASES.

Each gear phase consists of a number of ACTIVATIONS: one for each vehicle that is currently in the matching gear or higher.

Each activation consists of a MOVEMENT STEP, an ATTACK STEP, and a WIPEOUT STEP.

GEAR PHASE

The turn is split into exactly six GEAR PHASES, from 1 to 6. Gear phases are resolved in ascending order, starting with gear phase 1 and ending with gear phase 6.

Starting with the player in pole position, each player has an opportunity to activate a single QUALIFYING vehicle, and must activate a qualifying vehicle if they have one.

To qualify for an activation in a given gear phase, the vehicle must currently be in that gear or higher, and not have activated in this gear phase.

For example: a car in gear 2 will activate in the first two gear phases, and not in the remaining four (assuming it does not change gear during its activation); a motorbike in gear 6 will activate in all six gear phases.

The opportunity to activate a vehicle passes clockwise between players, with each player having an opportunity to activate a vehicle, one at a time, until all the qualifying vehicles have activated in that gear phase.

If a player has more than one vehicle that qualifies for an activation in this gear phase, she must wait for each other player to activate one vehicle before she gets an opportunity to activate a second vehicle, and so on.

A vehicle cannot pass, it must activate.

Once there are no more qualifying vehicles to activate in a gear phase, play then proceeds to the next gear phase, beginning again with the player in pole position. This sequence repeats until all vehicles have activated in every applicable gear phase.

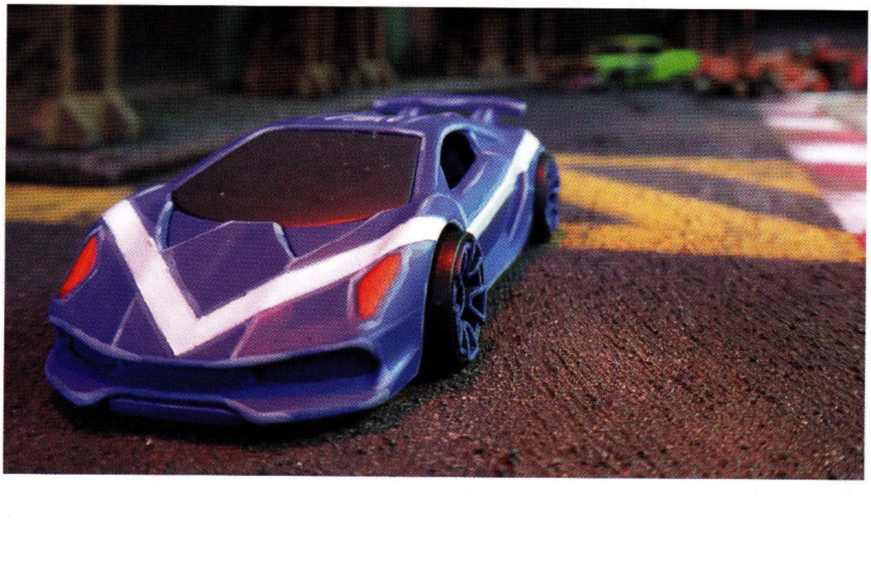
Note: Players check whether a vehicle qualifies for an activation at the point at which the player has an opportunity to activate a vehicle, (not at the start of the turn or the gear phase). In this way, changing gear in an earlier gear phase will allow the vehicle to activate in a later one. Similarly, wiping out in an earlier gear phase will prevent the vehicle from activating in a later one.

Note: When a player has an opportunity to activate a vehicle, they may choose any qualifying vehicle they control. They are not forced to activate the vehicles they control in any particular order.

POLE POSITION

The player in POLE POSITION must activate the first vehicle within each gear phase.

The scenario determines which player starts with pole position, and when POLE POSITION passes from player to player.



Yomi "Swift Water" Kamisan puts some distance between her and the pack.

ACTIVATIONS

When a player has an opportunity to activate a vehicle, they must declare a qualifying vehicle that they wish to activate, and then perform the following steps with that vehicle in the following order:

MOVEMENT STEP: in which the player selects a maneuver template, makes a skid check, and then moves their vehicle into its final position.

ATTACK STEP: in which the player assigns crewmembers to weapons and then makes attacks

WIPEOUT STEP: in which all players check if any vehicle they control has 6 hazard tokens. Every vehicle that does suffers a wipeout.

When a player has an opportunity to activate a vehicle, that player may select any qualifying vehicle to activate, they are not forced to activate vehicles in any particular order.

During a vehicle's activation, it is referred to as the ACTIVE VEHICLE.

MOVEMENT STEP

During a vehicle's MOVEMENT STEP, follow this sequence:

1.1 Select a maneuver template
1.2 Place the maneuver template
1.3 Make a skid check
1.4 Apply SHIFT results. Discard a SHIFT result to:
- Discard one HAZARD, SLIDE or SPIN result
- Stick-shift up: +1 current gear, +1 hazard token
- Stick-shift down: -1 current gear, +1 hazard token
- Discard one hazard token from this vehicle
- Discard without effect.

1.5 Gain hazard token from HAZARD, SLIDE and SPIN results
1.6 Resolve slide: place slide template
1.7 Move the vehicle into its final position
COLLISION WINDOW
1.8 Resolve spin: up to 90 degrees, either direction.
COLLISION WINDOW

Important! The vehicle does not actually "move" until movement step 1.7, and therefore cannot trigger a collision until that step. See "Final Position" (page 15).

CURRENT GEAR

Each vehicle has a CURRENT GEAR value between 1 and 6. A vehicle's current gear is recorded on its dashboard, using a dice placed in its gear box.

All vehicles start the game in gear 1.

A vehicle's current gear may never exceed its MAX GEAR value.

MANEUVER TEMPLATES

There are nine MANEUVER TEMPLATES that players may select from when making a move. These are GENTLE, TURN, HARD, VEER, SWERVE, HAIRPIN, and three lengths of straight: SHORT STRAIGHT, MEDIUM STRAIGHT, and LONG STRAIGHT. These may be used to move left or right, depending on which way up they are placed.

PERMITTED GEARS

Each maneuver template has a set of icons that indicate which gears that maneuver is PERMITTED in. The permitted gears are the shaded gear phases on the maneuver template.

The icons directly below the shaded gear phases on the template indicate whether the maneuver is trivial or hazardous for a vehicle currently in that gear. See "Trivial Maneuvers" and "Hazardous Maneuvers" (pages 12).

Each template also has a notched arrow, which indicates the slide exit position. See "Final Position" (page 15).

For example, the turn maneuver template has permitted gears of 1, 2, 3 and 4. It grants you a bonus shift in gear 1 and penalises you with an extra hazard in gear 4. There is no bonus or penalty for selecting this maneuver in gear 2 or gear 3. The notched triangle indicates the slide exit position.

SELECTING A MANEUVER TEMPLATE

During a vehicle's movement step, if the current gear of a vehicle is contained within the permitted gears for a maneuver it is permitted for its controller to select that maneuver.

If the vehicle's current gear is not among a template's permitted gears, it is not permitted for its controller to select that maneuver.

For example: any vehicle that is currently in gear 1, 2, 3 or 4 may select the "turn" maneuver. This turn is too tight to be attempted by vehicles that are in gear 5, who must select one of the "gentle", "swerve" or "long straight" maneuver templates.

TOUCH IT, USE IT RULE

Once a player has touched a permitted maneuver template during their movement step 1.1, they must then select that maneuver. They may not pick up a template and then put in down in favour of another template.

If a player selects a template that is not permitted, then **the player to their left** may select and place any permitted template for this vehicle. The active vehicle may not roll any skid dice, but must apply any free icons from a hazardous or trivial maneuver, and the resolution of these icons is controlled by the active player.

Players may not "pre-measure" their next maneuver during their or another player's activation.

PLACING THE MANEUVER TEMPLATE

After selecting a template, the player places it with either of the short edges of the template parallel with and centred on the front edge of the vehicle. Do not move the vehicle along the template yet; first the player must make a skid check.

If the placement of the maneuver template causes it to overlap an obstruction, the collision will be resolved during Step 1.7. See "Final Position" (page 15).

The first Interceptor was custom-built by Ted Greenyear for Yandi Idris and he now sells an exclusive run of just ten a year to collectors and wannabe champions.

REVERSE

If a vehicle is in gear 1, it may move in REVERSE. To move in reverse, the player controlling the active vehicle must select any template permitted in gear 1 and use it to move "backwards". Place the template as normal, except it is placed parallel with and centred on the rear edge of the vehicle, instead of the front edge.

A vehicle moving in reverse may make a skid check, may stick-shift, and will collide with obstructions as normal.

SKID CHECK

SKID DICE

The SKID DICE are used for SKID CHECKS.

Skid dice are six-sided dice, with custom faces on them. If you do not have any skid dice, you can use normal D6, by using the chart below:

D6	Icon	Result
1	⚠	**Hazard**: Gain 1 hazard token.
2	SPIN	**Spin**: rotate on the spot, up to 90 degrees of your choosing. +1 Hazard token
3	SLIDE	**Slide**: Slide as indicated by the slide exit point on your maneuver template. +1 Hazard token
4-6	SHIFT	**Shift**: cancel another result, stick-shift up or down, or remove a hazard token.

HAZARD TOKENS

Vehicles receive HAZARD TOKENS when they change gear, spin, slide, and from other effects. When a vehicle receives a hazard token, place it on the vehicle's dashboard.

If a vehicle ever has 6 or more hazard tokens at the end of any player's activation, that vehicle will wipe out during the wipeout step. See "Wipeout Step" (page 28).

Hazard tokens can be removed using shift results.

HAZARDOUS MANEUVERS

If there is a hazard icon next to the PERMITTED GEAR for the vehicle's current gear on the selected maneuver template, this maneuver is HAZARDOUS. A hazardous maneuver automatically gives the vehicle one hazard result that must be resolved during this movement step, as if a hazard had been rolled on the skid dice. This means it will give the vehicle a hazard token unless it can be cancelled with a shift result.

For example, the "turn" maneuver is hazardous if you are in either Gear 3 or Gear 4. If you select the "turn" maneuver while in gear 3 or gear 4 you gain a hazard result. This means that unless you roll some skid dice and get a shift result to cancel out the hazard result – you are going to gain +1 hazard token.

TRIVIAL MANEUVERS

If there is a shift icon next to the PERMITTED GEAR for this vehicle's current gear on the maneuver template, this maneuver is TRIVIAL.

Rather than giving a negative hazard result, a trivial maneuver grants the vehicle a bonus shift result during this movement step, as if the player had rolled a shift result on the skid dice.

MAKING A SKID CHECK

A vehicle must make a skid check during their movement step, after selecting and placing their maneuver template.

The player checks to see if the selected maneuver template is hazardous or trivial in the active vehicle's current gear and then declares and rolls a number of skid dice.

Note: A player may choose to roll no skid dice. If the selected maneuver is hazardous or trivial in the active vehicle's current gear, the player must still resolve the free icons from the maneuver template even if she chooses to roll no skid dice.

NUMBER OF SKID DICE

There is no minimum number of skid dice that must be rolled. A player may roll a number of skid dice up to the handling value of the active vehicle.

ROLL SKID DICE

Roll the chosen number of skid dice and check the results.

Make sure to take into account any hazard or shift icons granted by a trivial or hazardous maneuver. You can use spare skid dice to represent these free hazard or shift icons, to help during the resolution of the results.

PUSH IT

When making a skid check, after rolling the skid dice, the player may choose to PUSH IT.

If a player chooses to push it, he or she may add 1 hazard token to the vehicle to pick up any number of the rolled skid dice and re-roll them.

A player may only push it **once** during any skid check.

When pushing it, the player does not have to reroll all of his or her skid dice, he or she can keep some results as they are and re-roll others.

RESOLVING SKID DICE RESULTS

To resolve the effects of the skid dice, apply the dice results (and any additional icons from the maneuver template) in the following order:

- Apply SHIFT results
- Apply HAZARDS
- Apply SLIDE results
- Move the vehicle into its FINAL POSITION
- **COLLISION WINDOW**
- Apply SPIN results
- **COLLISION WINDOW**

SHIFT RESULTS

Any of the following may be resolved in any order:

Slime's Chooks ping-pong from car to car, smashing everything in their way.

- Any number of shift results may be discarded to CANCEL one spin, slide or hazard result for each shift result discarded;
- Any number of shift results may be discarded to immediately remove a hazard token from the vehicle for each shift result discarded;
- Any number of shift results may be discarded to immediately declare a stick-shift for each shift result discarded;
- Any number of shift results may be discarded for no effect.

STICK-SHIFT

When a vehicle declares a STICK-SHIFT, the vehicle must increase or decrease its current gear by one and then immediately gain a hazard token, placing it on that vehicle's dashboard.

For example, a performance car with handling 4 is in gear 3. It selects a medium straight template. This maneuver is trivial and so grants the player a free shift icon. The player would like to change gears more than once, and so, before placing the car into the final position the player chooses to roll all four of her skid dice. She gets one slide and three shifts. She adds the fourth shift result from the trivial maneuver.

The player uses one of the shift results to cancel the slide result, and then uses two of the remaining three shift results to stick shift up two gears. The player changes the current gear of the performance car to 5 and places 2 hazard tokens on its dashboard (one for each stick-shift it performed). The player then uses the fourth and final shift result to remove one of those hazard tokens she just gained from her dashboard. She is now in gear 5 with 1 hazard token.

APPLY HAZARDS

After resolving shift results, the active vehicle gains 1 hazard token for each un-cancelled hazard result.

Then the vehicle gains 1 hazard token for each un-cancelled slide result.

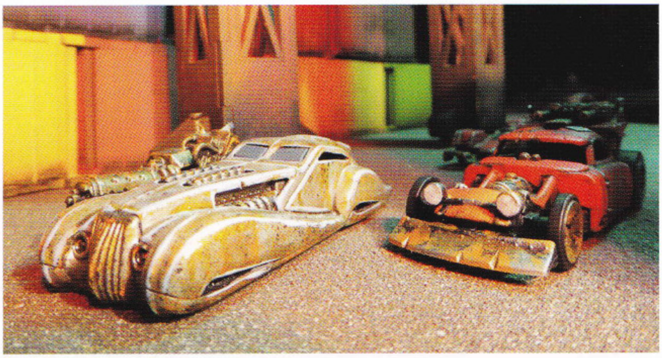
Then the vehicle gains 1 hazard token for each un-cancelled spin result.

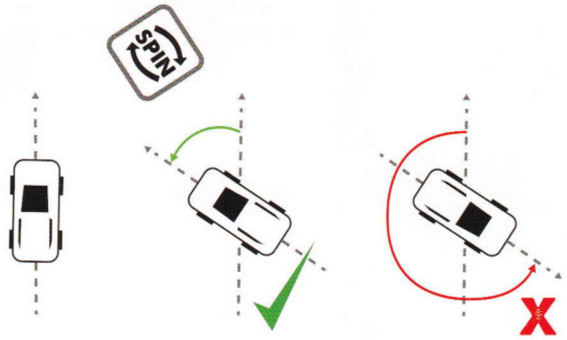
SLIDE RESULTS

After resolving any shift results, if the vehicle has any number of un-cancelled slide results, that vehicle must resolve a single SLIDE.

To resolve a slide, take the slide template and place it adjacent to the slide exit point on the maneuver template. The slide template should be inserted into the matching "notch" in the maneuver template.

The 2009 Gaslands semi-final was explosive derailed by cowardly Earth Resistance activists.





Spin diagram.

The slide result changes the location of the final position of the maneuver during movement step 1.7. See "Final Position" (pages 15).

Note: multiple slide results do not move the vehicle any further, but do add additional hazard tokens.

SPIN RESULTS

After resolving any shift and slide results, if the vehicle has any number of un-cancelled SPIN results, that vehicle must resolve a single Spin.

In movement step 1.8, if the vehicle was moved to an unaltered final position or a slide final position, the player controlling the active vehicle may rotate the vehicle up to 90 degrees in either direction. The vehicle may not be rotated more than 90 degrees about its centre point.

If the vehicle was placed into an interrupted final position, the vehicle may not spin (but will still have received the hazard tokens from the spin result during the skid check).

If this Spin brings the vehicle into contact with an obstruction, immediately resolve a collision.

Note: multiple Spin results do not permit a vehicle to be rotated any further, but they do add additional hazard tokens.

SKID CHECK EXAMPLES

EXAMPLE A

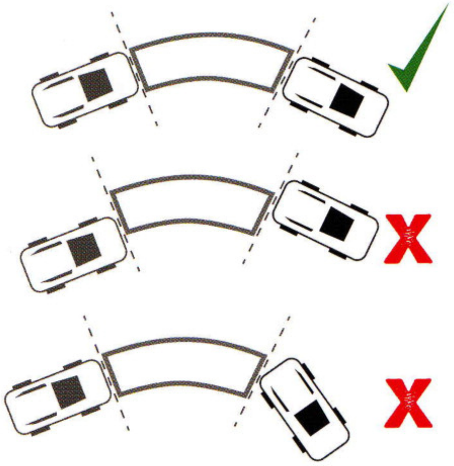
A truck, with handling 2, is in current gear 3 and has 4 hazard tokens at the start of its activation. The player selects a "hard" maneuver, which is hazardous in gear 3, places it and then rolls 2 skid dice. The dice show a slide result and a hazard result, and there is also a penalty hazard result from selecting a hazardous maneuver.

These dice currently are going to cause the pickup truck to collect three hazard tokens, bringing it to a total of 7 and therefore a wipeout. The player risks it and places a fifth hazard token on the pickup truck's dashboard to push it.

She re-rolls both skid dice and gets a pair of shift results. She uses one of the shift results to cancel the hazard result provided by the template and the other shift result to remove a hazard token from the truck's dashboard. The truck is still in Gear 3 and again has 4 hazard tokens.

EXAMPLE B

A car, with handling 3, is in current gear 2 and has no hazard tokens. The player selects a "medium straight" maneuver, which is trivial in its current gear 2, places it and rolls three skid dice. The dice roll a slide and two shifts. The player adds another shift from the trivial maneuver. The player uses the first two shift results to stick-shift up into current gear 4, adding two hazard tokens to the vehicle, and then uses the third shift result to discard the slide result.



Moving into Final Position.

FINAL POSITION

The final position rules will seem a little involved on first reading but it's mostly common sense. The vehicle will end up as far down the template as it will go, stopping as soon as it collides with something. If the vehicle suffered a slide during their skid check it will side-slip onto and down the slide template at the slide exit point.

MOVING INTO FINAL POSITION

In movement step 1.7, the vehicle is picked up from its starting position and placed into its UNALTERED FINAL POSITION.

A vehicle's unaltered final position is found by picking up the vehicle from its STARTING POSITION and placing the vehicle at the far end of the maneuver template such that the rear edge of the vehicle is parallel with the far end of the template, and the rear edge of the vehicle is centred on the far end of the template.

If the selected maneuver causes any part of the vehicle's maneuver template or unaltered final position to physically overlap with an obstruction, the maneuver is interrupted. See Driving Into Obstructions, below.

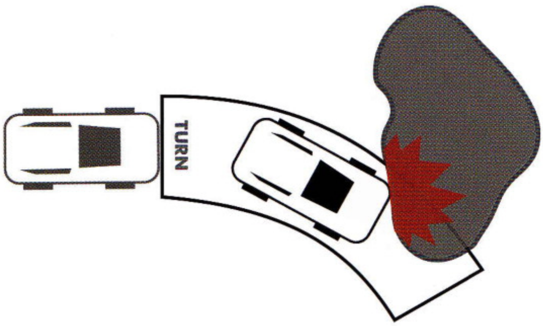
If the vehicle resolved a slide result during its skid check, see Sliding into Final Position (page 15).

Important! The vehicle does not actually "move" until movement step 1.7, and therefore cannot trigger a collision until movement step 1.7.

REVERSE & FINAL POSITION

If the player chose to move the active vehicle in REVERSE during this movement step, the vehicle's unaltered final position is such that the front edge of the vehicle is touching the far edge of the maneuver template.

Interrupted final position.

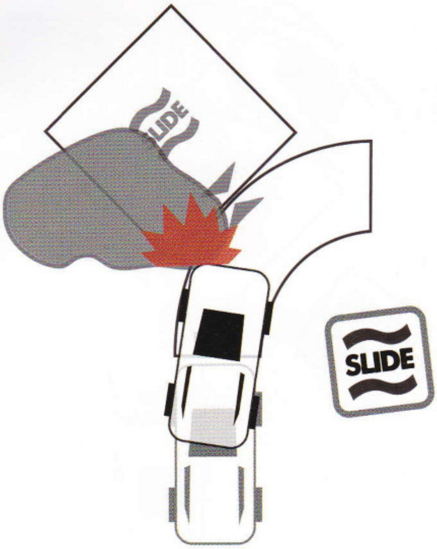


DRIVING INTO OBSTRUCTIONS

If the selected maneuver causes any part of the vehicle's maneuver template or unaltered final position to physically overlap with an obstruction that it is not ignoring, the vehicle's maneuver is INTERRUPTED.

If a vehicle's maneuver is interrupted, an INTERRUPTED FINAL POSITION must be found. This interrupted final position overrides the unaltered final position.

To find the vehicle's interrupted final position, move the active vehicle forward along the maneuver template from its starting position towards its unaltered final position. This is until any part of the active vehicle touches an obstruction that it is not ignoring



A vehicle interrupted before being able to complete a slide.

While moving the vehicle forwards or backwards along the slide template to find the vehicle's final position, ensure that it follows the line of the slide template. The vehicle must also be **perpendicular** to the direction of travel of the slide template at that point on said template, centred on the template and covering as much of the template's surface area as possible. In this way, the vehicle will "side-slip" out of the maneuver along the slide template.

If the placement of the active vehicle is interrupted by an obstruction before the centre of the vehicle reaches the slide, then interrupt the movement there, and that becomes the vehicle's interrupted final position. This obstruction does not necessarily have to be the obstruction that caused the maneuver to be interrupted in the case of wide vehicles.

MOVEMENT OUTSIDE OF THE MOVEMENT STEP

Some game effects, for example a flip or being wrecked, can result in a vehicle moving outside of their movement step. In these cases, the vehicle first selects and places the appropriate maneuver template, and then resolves an isolated movement step 1.7 as an interruption to the normal course of play, before returning to the normal activation sequence.

COLLISIONS

COLLISIONS

Collisions interrupt the normal course of play and should be resolved as soon as they occur. Resolve the collision before continuing the vehicle's activation.

To make it clearer when collisions can occur, look out for the COLLISION WINDOWS noted in the various timing steps throughout the rules.

RESOLVING A COLLISION

To resolve a collision, follow these steps:

- Determine ORIENTATION
- ACTIVE VEHICLE declares reaction
- OBSTRUCTION declares reaction
- Roll any SMASH ATTACKS
- Roll any EVADES
- Apply un-cancelled HITS
- Gain HAZARD TOKENS

COLLISION ORIENTATIONS

Every collision has an ORIENTATION. Check the relative facings of the vehicles involved in the collision to determine its orientation.

HEAD-ON COLLISIONS

If the point of contact on both vehicles is along their front edge then the orientation of the collision is HEAD-ON.

T-BONES & SIDESWIPES

If the point of contact on **one** vehicle is along its side edge then the orientation of the collision is T-BONE. If the point of contact on both vehicles is along their side edges then the orientation of the collision is SIDESWIPE.

TAILGATES

If the point of contact on either vehicle is along the rear edge then the orientation of the collision is TAILGATE.

The vehicle for which the point of contact is on the rear edge is referred to as the FRONT VEHICLE and the other vehicle is referred to as the TAILGATING VEHICLE.

If the orientation of the collision is a tailgate and the front vehicle is in a higher current gear than the tailgating vehicle, both vehicles must declare evade as their reaction.

STRIKING A CORNER

If the orientation of a collision is ever unclear, because the contact point is on a corner, players must apply "The Rule of Carnage" and choose the more carnage-filled option. If it is unclear whether the point of contact on a given vehicle is along its rear edge or its side edge, then the point of contact is on its side edge. If it is unclear whether the point of contact on a given vehicle is along its side edge or its front edge, then the point of contact is on its front edge.

REVERSING VEHICLES

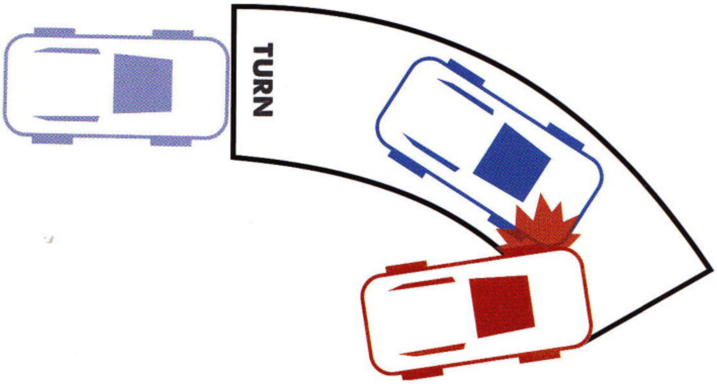
If the active vehicle moved in reverse during this activation then treat the rear-edge of the active vehicle as the front-edge for the purposes of determining collision orientation.

REACTIONS

When a collision occurs, the players controlling the participants in the collision take it in turns to declare a REACTION for each participant, starting with the vehicle whose movement caused the collision to occur and proceeding clockwise. The player must declare one of either SMASH ATTACK or EVADE as their reaction.

If a participant chooses a smash attack as their reaction, they will make a smash attack against the other participant wherein they are the attacker and the other participant is the defender.

If both participants in the collision choose



Collisions and striking a corner.

evade as their reaction, neither will suffer damage, and both will receive just 1 hazard token each.

COLLISIONS WITH OBSTACLES

If a vehicle collides with an obstacle, the obstacle **always** declares a smash attack as its reaction.

If a vehicle collides with an obstacle, the collision always counts as a head-on collision, wherein the obstacle counts as Gear 0 with a weight as indicated below:

Obstacle	Weight
Oil cans, crates, crash barriers, lamppost.	MIDDLEWEIGHT
Rocks, buildings, concrete barricades.	HEAVYWEIGHT

SMASH ATTACK

A SMASH ATTACK is a type of attack that can only be made as part of resolving a collision.

CALCULATING ATTACK DICE

The number of attack dice rolled during a smash attack depends on the orientation of the collision, and the relative weights of the participants.

If both parties choose to make a smash attack, each participant calculates their attack dice separately, counting themselves as the attacker and the other participant as the defender, but the orientation will be the same for both parties.

If the calculation of the number of attack dice for the smash attack results in zero or fewer attack dice, that vehicle rolls no attack dice, but still counts as having made a smash attack.

Orientation	Smash Attack Dice
Head On	Attacker's current gear plus Defender's current gear
T-bone or Sideswipe	Attacker's current gear
Tailgate	Attacker's current gear minus Defender's current gear

Bonus	Bonus Smash Attack Dice
1 Class Heavier	+2 attack dice
2 Classes Heavier	+4 attack dice
1 Class Lighter	-1 attack dice
2 Classes Lighter	-2 attack dice

WEIGHT DIFFERENCE

When calculating the attack dice in a smash attack, compare the weights of the two vehicles.

If one of the vehicles is one weight-class heavier (i.e. middleweight compared to lightweight, or heavyweight compared to middleweight) then the heavier vehicle gains +2 attack dice and the lighter vehicle suffers -1 attack dice.

If one vehicle is two weight-classes heavier (i.e. heavyweight compared to lightweight) then the heavier vehicle gains +4 attack dice and the lighter vehicle suffers -2 attack dice.

ROLL SMASH ATTACKS

Roll the attack dice. Any rolls of 4+ result in a HIT on the target. Each natural "6" rolled on an attack dice causes a critical hit and causes the target to suffer 2 hits instead of 1.

ROLL EVADES

After calculating the number of hits, the target may make a single EVADE attempt if the vehicle declared an evade reaction.

To evade, roll a number of EVADE DICE equal to the vehicle's current gear. Any dice that rolls a 6+ cancels one hit that the vehicle would have received from the attacks. After discounting hits cancelled by evading, remove 1 hull point from the target for each un-cancelled hit on the target.

APPLY UN-CANCELLED HITS

When resolving the smash attacks in a collision, hits are applied after all the attack dice and evade dice have been rolled. Damage from smash attacks in a collision is simultaneously applied to both participants.

APPLY HAZARD TOKENS

If one or both of the participants in the collision chose smash attack as their reaction then both vehicles involved in the collision gain +2 hazard tokens each.

If **both** participants in the collision choose evade as their reaction then both vehicles involved in the collision gain +1 hazard token each.

EXAMPLE COLLISION

A middleweight car in gear 5 activates and drives right into the side of a lightweight buggy in gear 2. The front of the car is touching the side of the buggy, and so the collision is a T-bone.

The player controlling the car chooses to make a smash attack, and the player controlling the buggy decides to play it safer and evade. The player controlling the car could have chosen to evade, maybe if she already had 4 hazards and hoped to avoid wiping out. The player controlling the buggy could have declared a smash attack instead, but would only have rolled 1 attack dice (gear 2 minus 1 for the weight difference).

With the car choosing to make a smash attack and the buggy choosing to evade, the player controlling the car now calculates her smash attack dice, 5 dice for her current gear (as this is a T- bone), plus 2 dice for being one weight class heavier. She now rolls her 7 attack dice, needing 4 on each, with 6s doing double. She rolls 1, 1, 2, 4, 4, 5 and 6, meaning three normal hits and one critical hit, for a total of 5 hits.

The player controlling the buggy now rolls his evade, rolling 2 dice because the buggy is in gear 2, and hoping for 6s. He lucks out and rolls a 3 and a 6, so one of the 5 hits is cancelled. The player crosses off 4 hull points from the dashboard of the buggy for the 4 un-cancelled hits.

Finally, both vehicles get +2 hazard tokens each, which may cause trouble next activation. The car cannot shoot in the attack step of this activation, as it is distracted.

Head-on collision.

Note: Ignoring obstructions in this way may seem a little unrealistic, but the alternative is less fun."

MOVING OFF

If a vehicle starts any movement step touching an obstruction, that vehicle must ignore the obstruction for that movement step.

TERRAIN

There are two classes of TERRAIN: SURFACES and OBSTACLES.

Unless players agree otherwise, the unmodified tabletop is considered to be OPEN. The open tabletop is not considered to be terrain and confers no penalties or bonuses.

OBSTRUCTIONS

Vehicles, obstacles and wrecks are all OBSTRUCTIONS.

SURFACES

SURFACES do not count as obstructions.

ROAD

If every part of a vehicle's maneuver template and final position all touch a ROAD surface, the vehicle may push it without gaining a hazard token.

ROUGH

If any part of a vehicle's maneuver template or final position touches a ROUGH surface, the vehicle gains +1 hazard token at the end of its movement step.

TREACHEROUS

If any part of a vehicle's maneuver template or final position touches a TREACHEROUS surface, the vehicle gain +2 hazard tokens at the end of its movement step.

EDGE OF THE TABLE

If any part of a vehicle's maneuver template or final position overlaps the edge of the play area, the vehicle is disqualified and removed from play, (unless the scenario specifies otherwise). A disqualified vehicle does not count as wrecked.

OBSTACLES

OBSTACLES always count as obstructions.

Obstacles have a weight, as vehicles do. Heavyweight obstacles are solid immoveable features, such as walls, buildings, and rocks. Middleweight obstacles are less substantial features, such as oil barrels, crash barriers and lampposts. Lightweight obstacles are presumably fruit stalls, or workmen carrying sheets of glass.

TALL

Obstacle may be TALL. Tall obstacles block line of sight for shooting attacks. Agree with your fellow players at the start of the game which obstacles are tall. See "Line of Sight" (page 17).

DESTRUCTIBLE OBSTACLES

Obstacles may be DESTRUCTIBLE. Agree with your fellow players at the start of the game which obstacles are destructible.

If a vehicle collides with a destructible obstacle, remove the obstacle from play immediately after resolving the collision.

VOLATILE OBSTACLES

Obstacles, such as gas canisters or ammo dumps, may be VOLATILE. Agree with your fellow players at the start of the game which obstacles are volatile.

When a vehicle collides with a volatile obstacle, roll a die before declaring reactions. On the roll of a 4+, the volatile obstacle explodes as if it was an exploding wreck, and makes an EXPLOSION ATTACK against each vehicle within medium range of the exploding volatile obstacle. See "Explosions" (page 28).

There were just six fatalities among the Gaslands camera crew during last night's Jakarta final: an 82% reduction on last year.

ATTACK STEP

During a vehicle's ATTACK STEP, follow this sequence

2.1 Check for distracted
2.2 Assign crewmembers to weapons
2.3 Declare targets
2.4 Check range, line of sight and cover
2.5 Attacker rolls to attack, or places dropped weapon template
COLLISION WINDOW
2.6 Defender rolls to evade
2.7 Remove hull points

TYPES OF ATTACK

There are four types of attack in *Gaslands*:

- **Shooting Attacks**
- **Dropped Weapon Attacks**
- **Smash Attacks**
- **Explosion Attacks**

Shooting attacks and dropped weapon attacks are both resolved during the attack step of a vehicle's activation. Smash attacks are resolved as part of resolving collisions. Explosion attacks are resolved only if a vehicle explodes after being wrecked. Each type of attack has slightly different resolution rules.

WEAPON TYPES

Each weapon has a TYPE, and may only be used to make an attack of the matching type. E.g. a Heavy Machine Gun is a shooting weapon and can only make shooting attacks.

DISTRACTED

If the active vehicle is touching an obstruction at the start of its attack step, the active vehicle is DISTRACTED and cannot make any shooting attacks or dropped weapon attacks.

CREWMEMBERS

A vehicle has one or more CREWMEMBERS, determined by its CREW value.

All the crewmembers in a vehicle may attack during the vehicle's attack step. A vehicle may make as many ATTACKS in its attack step as it has crewmembers.

HANDGUNS

Every crewmember is armed with a HANDGUN by default. A handgun could be a pistol, rifle, shotgun, spear, crossbow or similar. Crewmembers always count as having a 360° line of sight when attacking with their handguns.

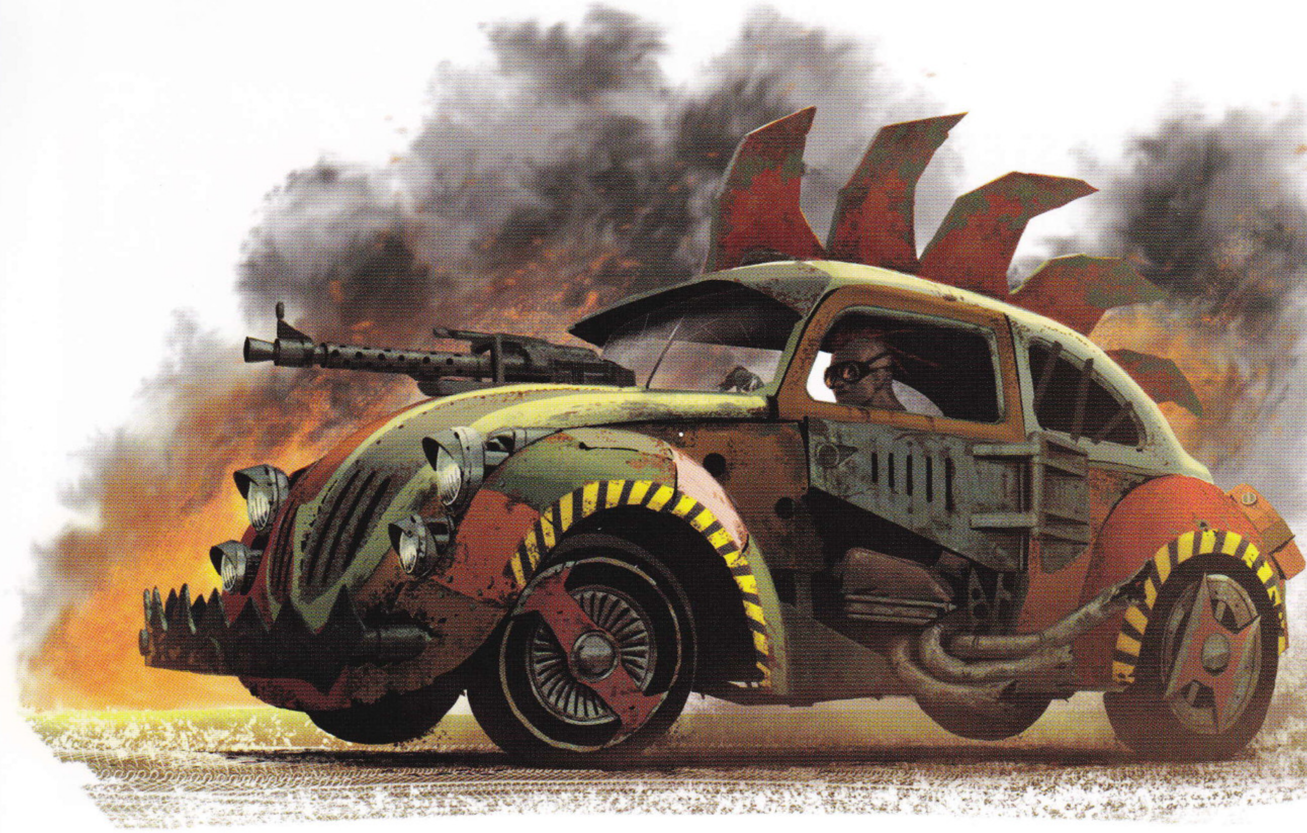
ASSIGNING CREWMEMBERS TO WEAPONS

In order to attack with a weapon during the attack step, a crewmember must be ASSIGNED to it.

After checking if the vehicle is distracted, the player controlling the active vehicle may assign any number of crewmembers from this vehicle to attack with this vehicle's weapons.

Each crewmember may only be assigned to a single weapon in a given attack step. Each weapon may only have a single crewmember assigned to it in a given attack step.

Note: If a crewmember is not assigned to a specific weapon, that crewmember may always be assigned to its own handgun.



Crewmembers may be assigned to different weapons from activation to activation. They do not remain permanently assigned to a weapon.

For example, a Pickup Truck has a crew value of 3. All are armed with handguns. The player chooses to upgrade the truck by purchasing front-facing rockets for it. Each time the truck activates, one of the three crewmembers will be able to be assigned to fire the Rockets, (it doesn't really matter which) and the other two will need to fire their handguns. After the ammo runs out in the Rockets, the three crewmembers will just be left with handguns for the remainder of the game.

DECLARE TARGETS

After assigning crewmembers to weapons, the player must declare which target each crewmember will shoot at. Each may choose their target independently; a vehicle's crewmembers are not all forced to fire their weapons at a single target.

Only other vehicles are valid targets, unless the scenario specifies otherwise. A vehicle may target friendly or enemy vehicles.

SHOOTING TEMPLATES

There are five sizes of SHOOTING TEMPLATE:

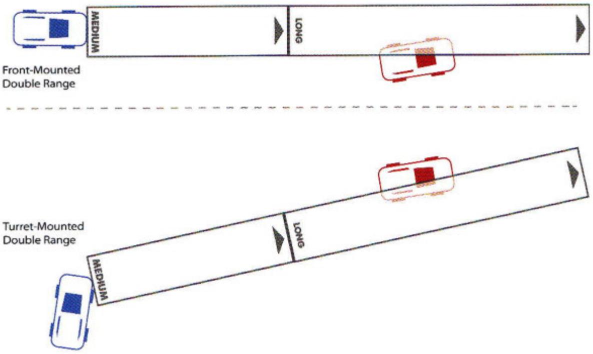
- SHORT RANGE
- MEDIUM RANGE
- DOUBLE RANGE
- LARGE BURST TEMPLATE
- SMALL BURST TEMPLATE

SHORT & MEDIUM RANGE TEMPLATES

The short and medium range shooting templates are identical to the short straight and medium straight maneuver templates. Use those maneuver templates whenever those shooting templates are required.

DOUBLE RANGE TEMPLATE

The double range shooting template is constructed by placing the short edges of the medium straight and long straight maneuver templates end-to-end to form a single linear template, as shown below:



The double range template.

BURST TEMPLATES

There are two sizes of BURST TEMPLATE: the LARGE BURST TEMPLATE and the SMALL BURST TEMPLATE.

Burst templates are a kind of shooting template. Place the short flat edge of the burst template in the same way as the shooting template is placed, within the weapon's arc of fire.

When a weapon uses a burst template to attack, if must target and attack every vehicle beneath the template, including friendly vehicles. Each target must suffer a separate attack from the weapon.

For example, a truck has a side-mounted flamethrower and is driving besides two enemy cars. The player declares an attack against one of the two cars. He takes the large template and places it perpendicular with the side of his truck, and touching the side edge of his truck. He is able to catch both enemy cars under the template and so rolls two separate attacks, one against each enemy, with the full 6D6 attack dice against both. Ouch!

ARC OF FIRE

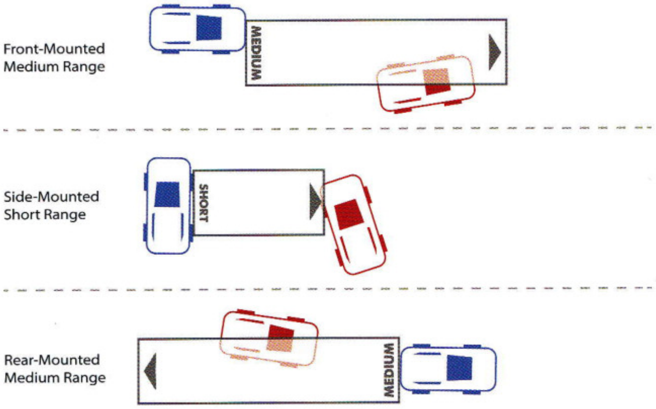
WEAPON MOUNTING

Shooting weapons will have a FACING, which will be one of FRONT-MOUNTED, SIDE-MOUNTED, REAR-MOUNTED, TURRET-MOUNTED (360°) or CREW FIRED (360°), and which determines the weapons ARC OF FIRE.

FRONT-MOUNTED

A weapon that is front-mounted has a FRONT ARC OF FIRE. To check if a target is in a vehicle's front arc of fire, place the shooting template such that its short edge is touching any part of the front edge of the vehicle, exactly parallel to the vehicle's direction of travel, and extending forward from the front edge of the vehicle. The template may be placed anywhere along the front edge of the vehicle, but must be exactly parallel.

Weapon ranges and arcs of fire.



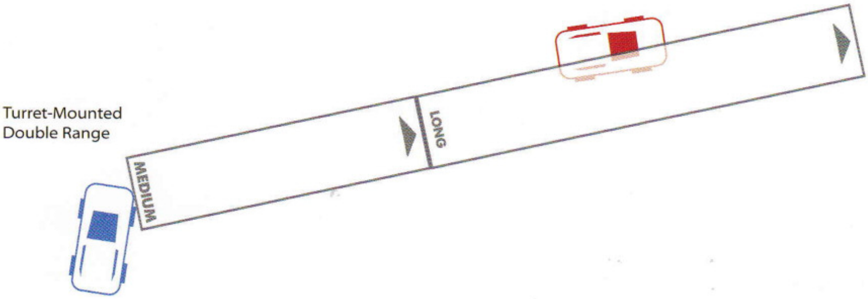
REAR-MOUNTED

A weapon that is rear-mounted has a REAR ARC OF FIRE. To check if a target is in a vehicle's rear arc of fire, place the shooting template such that its short edge is touching any part of the rear of the vehicle and extend backwards from the rear of the vehicle. The template may be placed anywhere along the rear edge of the vehicle, but must be exactly parallel.

SIDE-MOUNTED

A weapon that is side-mounted has a SIDE ARC OF FIRE. To check if a target is in either of a vehicle's side arc of fire, place the shooting template such that its short edge is touching any part of either of the side edges of the vehicle, exactly perpendicular to the vehicle's direction of travel, and extending out from

Turret mounted arc of fire and Double range.



the side edge of the vehicle. The template may be placed anywhere along the edge of the vehicle, as long as it is touching the side of the vehicle and is exactly perpendicular to it.

360° ARC OF FIRE

Turret-mounted weapons, and those that are crew fired (such as Handguns, Grenades and Molotov Cocktails) all have a 360° arc of fire. Other weapons may have a 360° arc of fire if listed as such.

If a weapon has a 360° arc of fire then the shooting template may be placed such that its short edge is touching any part of the vehicle and facing in any direction when making a shooting attack.

RANGE

Shooting ranges are measured using the shooting template. Place the shooting template within the weapons arc of fire, and measure the two closest points between the attacker and the target that have line of sight to each other. If any part of a shooting template can touch the target, it may be attacked.

Note: If you use bases, all measurements are made from and to the vehicle's base. If you don't use bases, all measurements are made from and to the body of the vehicle.

PRE-MEASURING

Players may measure shooting ranges before declaring targets.

LINE OF SIGHT

LINE OF SIGHT is determined by the shooting template. If the full width of the shooting template passes through a tall obstruction, then the attacker does not have line of sight to the target. In all other cases, the attacker has line of sight to the target.

Gunners get all the screen-time!

COVER

If the shooting template touches an obstruction before it touches the target, the target benefits from COVER. When shooting a target in cover, the attacker suffers a -1 penalty to hit on their attack dice, (normally therefore requiring a 5+ to hit).

ROLLING TO ATTACK

To make an attack, roll a number of D6 equal to the weapon's ATTACK DICE value. For each roll of a 4+, the target suffers a HIT.

SPECIAL ATTACK RULES

Some weapons have special rules, which trigger only if the weapon damages the target. When rolling to attack, a player must declare which dice represent attacks from which weapons, if such special rules would apply to those attacks.

CRITICAL HIT

Each natural "6" rolled on an attack dice causes a CRITICAL HIT, which causes the target to suffer 2 hits instead of 1.

EVADING A SHOOTING ATTACK

After the attacker has rolled all their attack dice for this attack step and calculated the total number of hits the target is suffering, the target may make a single EVADE attempt.

To evade, roll a number of EVADE DICE equal to the vehicle's current gear. A roll of a 6+ on an evade dice is a SUCCESS and cancels one hit.

A vehicle may never make more than one evade attempt in a single movement, attack or wipeout step.

EVADING SPECIAL ATTACKS

Some weapons have special rules, which trigger only if the weapon damages the target. When rolling to evade, always cancel hits that do not trigger special rules first, and then hits that do trigger special rules after the standard hits have all been cancelled.

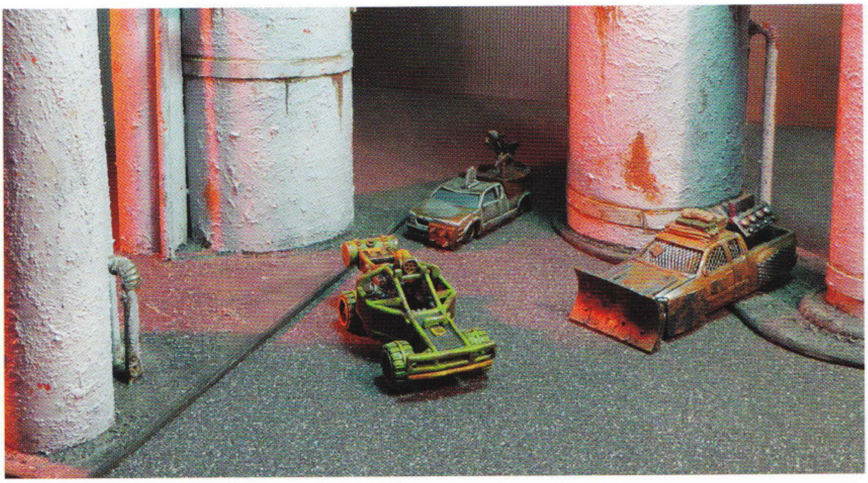
REMOVE HULL POINTS

After the target has had a single chance to evade, remove 1 hull point from the target for each un-cancelled hit on the target. Cross off hull points on the vehicle's dashboard to record this.

DROPPED WEAPONS

Dropped weapons may not be front-mounted.

A vehicle may only attack with a single dropped weapon in a single attack step.



The volatile environment of an abandoned gasworks.

To attack with a dropped weapon, place the appropriate shooting template within the weapons arc of fire, instead of rolling to attack, and leave it on the table until instructed otherwise. This shooting template does not count as overlapping the active vehicle.

Leave the shooting template in place when the vehicle next moves. The shooting templates of dropped weapons remain in play.

If the shooting template of a dropped weapon overlaps a vehicle, or if a vehicle's maneuver template or final position overlaps the dropped weapon's shooting template, resolve the dropped weapon's effects against that vehicle in the next collision window.

Vehicles attacked by a dropped weapon may evade any hits from that weapon.

DAMAGE

When a vehicle suffers a hit that was not cancelled or evaded, that vehicle loses a hull point. Record this by crossing off hull points on the vehicle's dashboard.

WRECKED

When a vehicle has lost all of its hull points, it is WRECKED.

When a vehicle is wrecked, follow these steps:

1 Move SHORT STRAIGHT
COLLISION WINDOW
2 Remove all HAZARD TOKENS
3 Reduce to GEAR 1
4 Become a WRECK
5 Check for EXPLOSION

If a vehicle is wrecked, it immediately makes a short straight move directly forward.

If the short straight movement would cause the wrecked vehicle to overlap an obstruction, move the wrecked vehicle the minimum distance backwards along the maneuver template to avoid overlapping any obstruction.

WRECKS

When a vehicle is wrecked, its model is turned over onto its roof and it becomes a WRECK.

As soon as a vehicle becomes a wreck, it ceases to be a vehicle.

Wrecks remain in play and count as destructible obstacles with a weight equal to that which the vehicle had before it became a wreck.

EXPLOSIONS

After a vehicle is wrecked and has made its final short straight move, make an EXPLOSION CHECK. To make an explosion check, roll a D6 and add the number of ammo tokens the vehicle was carrying when it became a wreck. If the result is 6 or more, the wreck immediately EXPLODES.

When a wreck explodes, make an EXPLOSION ATTACK against each vehicle within medium range of the exploding vehicle, and then remove the wreck from play. Roll each explosion attack as a separate attack with the Blast special rule and a number of attack dice determined by the weight of the exploding vehicle:

WEIGHT	EXPLOSION ATTACK DICE
LIGHTWEIGHT	2D6
MIDDLEWEIGHT	4D6
HEAVYWEIGHT	6D6

WIPEOUT STEP

During the WIPEOUT STEP, any vehicle that has 6 or more hazard tokens suffers a WIPEOUT.

RESOLVING A WIPEOUT

If a vehicle suffers a wipeout, perform the following steps:

3.1 Make a flip check
3.2 If the flip check is failed suffer 2 hits
3.3 If the flip check is failed move medium straight
COLLISION WINDOW
3.4 Reduce current gear to 1
3.5 Remove all hazard tokens from the vehicle
3.6 The player clockwise of the player controlling the active vehicle rotates the vehicle about its centre point to any facing
COLLISION WINDOW

If more than one vehicle wipes out in the same wipeout step, resolve the active vehicle's wipe out first, and then resolve the remaining in clockwise order of their controllers. If a single player has two vehicles to wipe out, they may choose the order to resolve their vehicles' wipeouts.

Drivers gather in derelict locations across the wasteland for local deathraces.

FLIP CHECK

When a vehicle suffers a wipeout, it must make a FLIP CHECK to see if it flips over and rolls.

The player controlling the active vehicle rolls a D6. If the roll is equal to or higher than the vehicle's current gear, all is fine. If the roll is lower than the vehicle's current gear, the vehicle suffers a flip.

For Example, if a vehicle is in gear 5, a 5+ is needed to avoid a flip.

FLIP

When a vehicle suffers a Flip, that vehicle suffers 2 hits, and then moves forward medium straight, ignoring all obstructions. This movement can cause a collision to occur.

For example, a car is in gear 5 and has 6 hazard tokens at the end of its activation so it wipes out. The player rolls a D6, and gets a 4. This is lower than the car's current gear of 5, and so the car flips. The car loses two hull points and then makes a medium straight move forward.

YOUR FIRST GAME

That's all the basic rules covered. You are now ready to play your first game of *Gaslands*!

For your first game, give each player two cars equipped with a single front-mounted machine gun and drive around trying to blow each other up.

Once you have got the hang of the basic mechanics, it is recommended that you play a Death Race, and then explore the sponsors, perks, and audience vote rules.

All of the rules beyond this point are optional. You don't need them to play the game, but they add more customisation, mayhem and nonsense.

CREATING A TEAM

Before playing, each new player must create a team. If you want to get started quickly, take a look at the "Example Teams" section (page 36).

CHOOSE A SPONSOR

To create a new team you first select a SPONSOR for your Team, which grants you a set of SPONSORSHIP PERKS and determines which DRIVER PERKS are available to you.

TEAM SIZE

For a one-off game, players might agree to give each player between 25 and 100 Cans to buy vehicles, weapons, upgrades and perks for their vehicles. 50 Cans represents the "standard" team size. Feel free to go beyond 100 Cans, but be prepared for a longer game.

BUILDING A VEHICLE

To build a new vehicle, follow these steps:

- Choose a VEHICLE TYPE
- Optionally add weapons and upgrades, up to a maximum of the number of available build slots for the VEHICLE TYPE.
- For each weapon that is not crew fired, you must note the FACING of that weapon, front-, side-, rear- or turret-mounted.
- Optionally add perks

VEHICLES, WEAPONS & UPGRADES

VEHICLES

Vehicle Type	Weight	Hull Points	Handling	Max Gear	Build Slots	Crew	Cost
Bike	Lightweight	4	5	6	1	1	5
Buggy / Trike / Bike & Sidecar	Lightweight	6	4	6	2	2	5
Car / Jeep	Middleweight	10	3	5	2	2	12
Performance Car	Middleweight	8	4	6	2	1	15
Pickup Truck / Van / Tractor	Middleweight	12	2	4	3	3	15
Monster Truck	Heavyweight	10	3	4	2	2	25
Bus / Coach	Heavyweight	16	2	3	3	8	30
War Rig	Heavyweight	20	2	4	5	5	40
Gyrocopter	Middleweight	4	4	6	0	1	10
Helicopter	Heavyweight	8	3	4	4	2	30*
Tank	Heavyweight	20	4	3	4	3	40*

WEAPONS

Weapon Name	Type	Attack	Range	Build Slots	Special Rules	Cost
Handgun (Pistol, Shotgun, etc.)	Shooting	1D6	Medium	-	Crew Fired.	-
Machine Gun	Shooting	2D6	Double	1		2
Heavy Machine Gun	Shooting	3D6	Double	1		4
Mini-Gun	Shooting	4D6	Double	1		6
125mm Cannon	Shooting	8D6	Double	3	Ammo 3. See special rules.	6
Rockets	Shooting	6D6	Double	2	Ammo 3. Blast. Highly Explosive.	4
Flamethrower	Shooting	6D6	Large Template	2	Ammo 3. Large Burst Template. Fire. Explosive.	6
Mortar	Shooting	4D6	Double	1	Ammo 3. See special rules.	4
Grenades	Shooting	1D6	Medium	-	Ammo 5. Crew Fired. Blast. Explosive. Blitz.	1
Molotov Cocktails	Shooting	1D6	Medium	-	Ammo 5. Crew Fired. Fire. Blitz.	1
Oil Slick Dropper	Dropped	-	Large Burst	-	Ammo 3. See special rules.	2
Caltrop Dropper	Dropped	-	Small Burst	1	Ammo 3. See special rules.	1
Glue Dropper	Dropped	-	Large Burst	1	Ammo 1. See special rules.	1
Mines	Dropped	3D6	Small Burst	1	Ammo 1. Blast.	1
Smoke	Dropped	-	Large Burst	-	Ammo 3. See special rules.	1
Ram	Smash	+2D6	Smash	1	See special rules.	4
Exploding Ram	Smash	+6D6	Smash	1	Ammo 1. Highly Explosive. See special rules.	3
Thumper	Shooting	-	Medium	2	Electrical. Ammo 1. See special rules.	4**
Arc Lightning Projector	Shooting	6D6	Double	2	Electrical. Ammo 1. See special rules.	6**
Kinetic Super Booster	Shooting	(6D6)	Double	2	Electrical. Ammo 1. See special rules.	6**
Magnetic Jammer	Shooting	-	Double	-	Electrical. See special rules.	2**

UPGRADES

Upgrades	Build Slots	Special Rules	Cost
Turret Mounting for Weapon	-	Weapon gains 360 arc of fire.	(x3)
Nitro Booster	-	Ammo 1. See special rules.	6
Armour Plating	1	+2 Hull points	4
Tank Tracks	1	-1 Max gear. +1 Handling. See special rules.	4
Extra Crewmember	-	+1 Crew, up to a maximum of twice the vehicle's starting crew value	4

*Only available to teams sponsored by Rutherford. ** Only available to teams sponsored by Mishkin.

VEHICLE TYPES

BIKES

Full Throttle: This vehicle considers the long straight maneuver template to be permitted in any gear. The long straight is not considered either hazardous or trivial in any gear.

Pivot: At the start of this vehicle's activation, if this vehicle's current gear is 1, this vehicle may make a pivot about its centre to face any direction. This pivot cannot cause a collision, and cannot leave this vehicle touching an obstruction.

BUGGY

Roll Cage: When this vehicle suffers a flip, this vehicle may choose to ignore the 2 hits received from the flip.

CAR / PICKUP TRUCK / BUS / COACH

No special rules.

PERFORMANCE CAR

Slip Away: If this vehicle is targeted with a tailgate, T-bone or sideswipe smash attack, and this vehicle declares evade as its reaction, this vehicle may perform a free activation immediately after the active vehicle completes its activation.

This free activation does not count as the vehicle's activation this gear phase.

Note: Use of the Slip Away rule can allow this vehicle to activate twice in a row; twice in one gear phase; or once in a gear phase that it does not qualify to activate in (and it might then stick-shift and qualify late in that phase). Friendly vehicles can trigger this effect.

Rutherford may not be the only budget munitions brand, but he's virtually a household name at this point.

MONSTER TRUCK

Big Tires: This vehicle may ignore the penalty for being on a rough surface, and considers a treacherous surface to be a rough surface.

Crush Attack: After resolving a collision with a Bike, Buggy, Car, Pickup Truck, Performance Car, Lightweight Obstacle or Middleweight Obstacle during movement step 1.7, this vehicle may ignore the obstruction for the remainder of its movement step, as it drives right over the top of it.

WAR RIG

The War Rig has multiple special rules. See the "Advanced Rules: War Rig" section for details (page 52).

HELICOPTER & GYROCOPTER

Airwolf: At the start of this vehicle's activation, this vehicle may make a single pivot about its centre point, up to 90 degrees.

Airborne: This vehicle ignores obstructions, dropped weapons and terrain at all times, except that this vehicle may target other vehicles in its attack step.

Other vehicles ignore this vehicle at all times, except that other vehicles may target this vehicle during their attack steps. This vehicle cannot be involved in collisions.

Bombs Away: When purchasing weapons, this vehicle may count dropped weapons as requiring 0 build slots.

TANKS

Pivot: At the start of this vehicle's activation, if this vehicle's current gear is 1, this vehicle may make a pivot about its centre to face any direction. This pivot cannot cause a collision, and cannot leave this vehicle touching an obstruction.

Crush Attack: After resolving a collision with a Bike, Buggy, Car, Pickup Truck, Performance Car, lightweight obstacle or middleweight obstacle during movement step 1.7, this vehicle may ignore the obstruction for the remainder of its movement step, as it drives right over the top of it.

All Terrain: This vehicle may ignore the penalties for rough and treacherous surfaces.

WEAPONS

FACING

When purchasing a shooting weapon for a vehicle, the player must declare a single facing for that weapon. The facing must be one of front-mounted, side-mounted (counts as mounted on both sides), rear-mounted or turret-mounted. See "Weapon Mountings" (page 25).

TURRET MOUNTING FOR WEAPON

When purchasing a shooting weapon for a vehicle, players may pay three times the basic cost of the weapon to make it turret-mounted. A turret-mounted weapon has a 360° arc of fire, as described in "Arc of Fire" (page 25).

For example, a front-mounted Mini-Gun will cost you 6 Cans, but a turret-mounted Mini-Gun will cost you 18 Cans.

ATTACK DICE

This is the number of D6 that the vehicle rolls when making an attack with this weapon. See "Shooting" (page 24).

WEAPON RANGE

Weapons can be SHORT RANGE, MEDIUM RANGE or DOUBLE RANGE, TEMPLATE, DROPPED, or SMASH.

If the weapon is short, medium or double range, use the shooting template to determine range. See "Range" (page 26).

If the weapon uses a template to determine range, use the appropriate sized burst template. See "Burst Templates" (page 25).

If the weapon has a range of smash, it may only be used during smash attacks. See "Collisions" (page 18).

If the weapon is dropped, then they possess a template that may be dropped during the attack step. See "Dropped Weapons" (page 27).

BUILD SLOTS REQUIRED

This value indicates the number of empty build slots that a vehicle must have available to be able equip this item.

SPECIAL RULES

125MM CANNON

A tank gun is a ridiculous weapon for a civilian vehicle to carry. When fired, the active vehicle immediately gains +2 hazard tokens if it is not a Tank.

AMMO (X)

Some weapons have limited fuel or ammunition.

This weapon begins the game with x number of AMMO TOKENS on its dashboard for that weapon, where x is the value listed in the weapon profile.

Before making an attack with this weapon, this vehicle must discard an ammo token from this weapon. If the vehicle cannot discard an ammo token, this weapon may not be fired.

Ammo tokens are specific to a given weapon. A vehicle may not discard ammo tokens from one weapon to attack with another weapon.

ARC LIGHTNING PROJECTOR

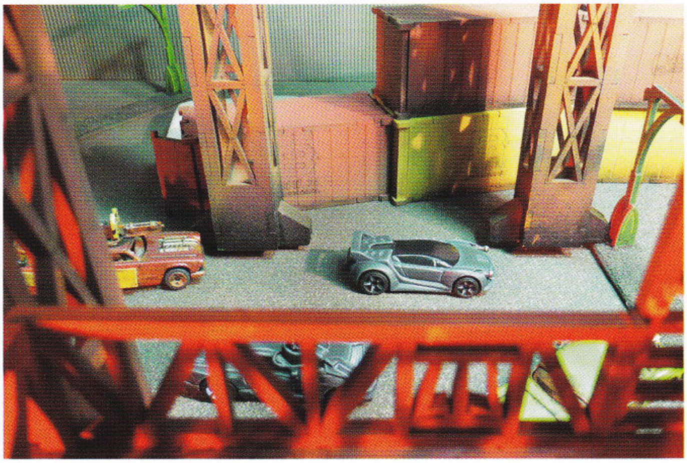
Requires access to Electrical Weapons. The Arc Lightning Projector is a dangerous electrical weapon that can arc electricity across multiple conductive targets. After damaging a target, this vehicle must immediately attack another target within short range and a 360° arc of fire of the current target. This chain-reaction continues until the weapon fails to damage a target, or there are no further viable targets. This vehicle can target friendly vehicles with the Arc Lightning Projector. This vehicle cannot target the same vehicle twice in a single attack step with the Arc Lightning Projector.

BLAST

For every un-cancelled hit caused by a weapon with the BLAST rule, the target immediately gains +1 hazard token.

BLITZ

This weapon may have any number of crewmembers assigned to it during the attack step, and



Premium subscribers can choose between a host of alternative camera angles.

may attack once for each crewmember so assigned. If the weapon has ammo tokens, an ammo token must be discarded separately for each separate attack.

CALTROP DROPPER

The burst template of this dropped weapon counts as a treacherous surface. If any part of a vehicle's maneuver template or final position overlaps the caltrops burst template, that vehicle immediately loses 2 hull points and then that caltrops template is removed.

CREW FIRED

A weapon that is CREW FIRED benefits from a 360° arc of fire.

EXPLODING RAM

When involved in a collision on the declared facing, for the first time in a game, this vehicle must declare a smash attack (even if the collision is a tailgate) and this becomes an EXPLOSIVE SMASH ATTACK. When making this explosive smash attack this vehicle gains +6 attack dice. If any 1s or 2s are rolled on this vehicle's attack dice during this explosive smash attack, this vehicle immediately loses one hull point for each 1 or 2 rolled.

A vehicle may only purchase **one** explosive ram. Bikes may not purchase this weapon.

EXPLOSIVE

During an activation in which the target vehicle suffered an un-cancelled hit from a weapon with this rule, the target vehicle gains +1 to any explosion check.

HIGHLY EXPLOSIVE

During an activation in which the target vehicle suffered an un-cancelled hit from a weapon with this rule, the target vehicle gains +2 to any explosion check.

EXTRA CREWMEMBERS

A vehicle may purchase a maximum number of extra crewmembers equal to its starting crew value.

For Example, a pickup truck, which has a crew value of 3, may purchase up to 3 extra crewmembers, for a maximum of 6 crewmembers.

FIRE

If a vehicle is attacked by a weapon with the FIRE special rule, and suffers at least one un-cancelled hit, it is set ON FIRE. A vehicle that is currently on fire cannot be set on fire a second time.

When a vehicle that is on fire activates it immediately loses 1 hull point. If the vehicle ever has zero hazard tokens, the fire goes out and the vehicle is no longer on fire.

GLUE DROPPER

The dropped weapon template for the glue dropper counts as a treacherous surface. Any vehicle that either starts its activation touching the template, or whose maneuver template or final position overlaps the dropped weapon template during its activation, reduces its current gear by 2 at the end of their activation.

MAGNETIC JAMMER

The target vehicle may not discard ammo tokens during its next activation.

MINES

The first vehicle to touch the Mines template is attacked with a 3D6 shooting attack dice with Blast. After resolving the attack, remove the Mines template from play.

MORTAR

When making a shooting attack with the Mortar, the vehicle may ignore terrain and cover during that attack.

OIL SLICK DROPPER

The dropped weapon template for the oil slick dropper counts as a treacherous surface.

RAM

The ram can represent a ram, a bulldozer blade, a cow-catcher, a buzz saw, a wrecking ball on a chain, spiked or scythed wheels, metal spikes or any other vicious or dangerous close combat weapon attached to the vehicle.

When involved in a collision on the declared facing, this vehicle may add +2 attack dice to its smash attack. When involved in a collision during its own activation, this vehicle does not gain any hazard tokens as a result of the collision.

A vehicle may only purchase a ram once on each facing.

SMOKE

The dropped weapon template for smoke counts as a rough surface, and counts as an obstruction for the purposes of determining cover.

KINETIC SUPER BOOSTER

Requires access to Electrical Weapons. The Kinetic Super Booster is a bizarre electrical weapon that transfers a jolt of kinetic energy to the target.

The target of a Super Booster attack suffers no damage, but instead immediately increases its current gear by one for every successful hit, without gaining hazard tokens.

The Super Booster may not increase a vehicle's current gear beyond its max gear.

THUMPER

Requires access to Electrical Weapons. The Thumper is a powerful sonic device that emits a shock wave that hurls nearby vehicles into the air. When this vehicle declares an attack with the Thumper, every other vehicle (friend or foe) within medium range of this vehicle immediately makes a flip check, in which they count their current gear as 2 higher, up to a maximum of 6. The Thumper may only be fired **once per turn.**

VEHICLE UPGRADES

ARMOUR PLATING

The vehicle has been loaded with additional plates and shielding, raising its hull value by 2.

A single vehicle may be fitted with multiple Armour Plating upgrades for further +2 hull points each time.

A rundown Rutherford depot in the heart of the ruins of Mexico City.

NITRO BOOSTER

This vehicle may declare that it is using this item at the start of any activation. This vehicle activates twice during this activation.

During its first activation, this vehicle may only select the long straight template as its maneuver, does not make a skid check and must skip its attack step.

After the first activation, this vehicle gains hazard tokens until it has 5 hazard tokens.

During the second activation, this vehicle is free to choose a maneuver as normal, must make a skid check as normal, and may take its attack step as normal.

After the second activation, this vehicle gains hazard tokens until it has 5 hazard tokens.

TANK TRACKS

The vehicle with tank tracks has had its wheels replaced with caterpillar tracks. It increases its handling by 1, but reduces its max gear by 1. This vehicle may also ignore rough and treacherous surfaces.

A vehicle may only purchase tank tracks once. Tanks, Helicopters and Gyrocopters may not purchase tank tracks.

PLAYING A GAME

In order to play a game of *Gaslands*, you need to agree a team size, hire your teams, and then select the scenario.

HIRE TEAMS

Players simply need to agree on a team size, (50 cans is recommended), and use those cans to hire vehicles and buy weapons, equipment and perks.

CHOOSING A SCENARIO

Next you need to select a scenario. If you wish to generate a scenario at random, roll 2D6:

2D6	Scenario
2	Monster Truck Smash
3-4	Capture The Flag
5-8	Death Race
9-10	Saturday Night Live
11	Arena Of Death
12	Zombie Bash

TEAM GAMES

Gaslands is great played as a team game. For example, Death Races work great with four teams of two players, each with a single vehicle.

When playing team games, here are some guidelines:

- A player may never pass pole position to a teammate. Instead, they must pass it to the next eligible player that is not on the same team.
- When resolving a wipeout, a player may never rotate a teammate's vehicle. Instead, the next player around the table that is not on the same team must rotate the vehicle.
- Player's may not "premeasure" maneuver templates for teammates. This will count as the player herself touching the template.

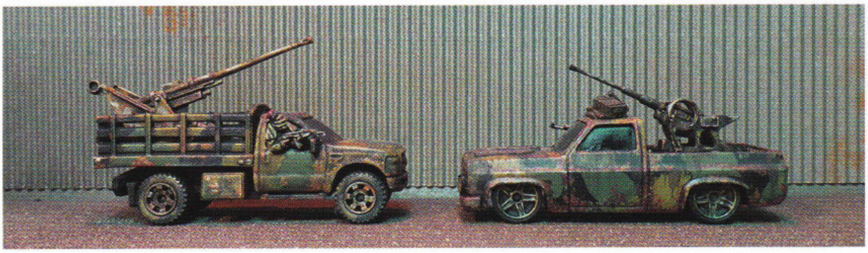
EXAMPLE TEAMS

In order to get you into the action right away, here are some ready-to-play teams, each costing 50 Cans.

If this is your first game, feel free to ignore the sponsors, perks and other advanced rules if you like. These rules are detailed later.

MARS
IS A LIE

Battlewagons.



RUTHERFORD

With his well-protected ammunition and weapons factories, teams sponsored by Grant Rutherford are always packed to the gills with high explosives.

Truck: with a front-mounted 125mm Cannon (21 Cans)
Car: with front-mounted Rockets and Grenades (17)
Buggy: with Grenades (6 Cans)
Buggy: with Grenades (6 Cans)
Total: 50 Cans

MIYAZAKI

Running her successful high-speed courier business, Miyazaki only sponsors the most highly skilled and fearless drivers. Her fans are hungry for outrageous antics and impossible stunts.

Performance Car: with a rear-mounted Glue Dropper, Stunt Driver and Moment of Glory (25)
Performance Car: with Powerslide and Trick Driving (25)
Total: 50 Cans

MISHKIN

Keeping his most experimental and powerful inventions for only those teams he personally selects; Mishkin-sponsored teams always bring unexpected chaos to the proceedings.

Car: with a Thumper and a front-mounted Mini-Gun (22)
Car: with a front-mounted Arc Lightning Projector (18)
Buggy: with a front-mounted Heavy Machine Gun and Mines (10)
Total: 50 Cans

IDRIS

The followers of the Cult of Speed have one love. It is to see drivers rocket at improbable speeds to triumphant victory or glorious, fiery destruction.

Performance Car: with a front-mounted Heavy Machine Gun and 2 x Nitro Booster (25)
Performance Car: with a front-mounted Heavy Machine Gun and 2 x Nitro Booster (25)
Total: 50 Cans

Mishkin's unique Arc Lightning Projector is a fan-favourite.

SLIME

Their battle cries can be heard virtually before the cameras start rolling. The gangs of wild youths that pledge allegiance to Slime's flag will almost certainly accidently set that flag on fire before the end credits roll.

Bus: with two boxes of Molotov Cocktails (32)
Buggy: with Molotov Cocktails (6)
Buggy: with Molotov Cocktails (6)
Buggy: with Molotov Cocktails (6)
Total: 50 Cans

WARDEN CADEILA

Suit them up, strap them in and weld the doors shut. The inmates of The São Paulo People's Penitentiary have one chance to find their freedom, and their sentence will be over tonight one way *or another.*

Prison Car: with a front-facing ram, front-facing Heavy Machine Gun and Grenades (17 Cans)

Prison Car: with a front-facing ram, front-facing Heavy Machine Gun and Grenades (17 Cans)

Buggy: with a front-facing Exploding Ram (8 cans)

Buggy: with a front-facing Exploding Ram (8 cans)

Total: 50 Cans

DEATH RACE

Brute strength over speed.

> *"Through the shimmering haze of the broken and steaming asphalt, we see our steel-eyed competitors lined up: engines rattling and teeth gritted. Tonight's race is incredibly important to the teams… it's the last chance for a shot in the big leagues next month, and one more crucial step on that road to The Big Red."*

SETUP

Set up three or more GATES at least one long straight away from each other. Orient the gates as you choose. Choose one of the gates to be the STARTING GATE and one gate to be the FINISH LINE, or one gate to represent both (if the track is a loop or a figure of eight). See "Gates" for more (page 40).

Lay out some terrain to represent a post-apocalyptic death race.

There are a great number of possible racetrack layouts. To create a fun track, keep in mind a couple of general guidelines:

- Try to ensure gates are no more than 3 x long straight distance apart
- Ensure there are plenty of obstacles actually on the track and in the way of the race
- If possible, ensure that race leaders are forced to come back into contact with race laggards (the figure of 8 layout is great for this, as is a "tear-drop" shape). This keeps the late game interesting.

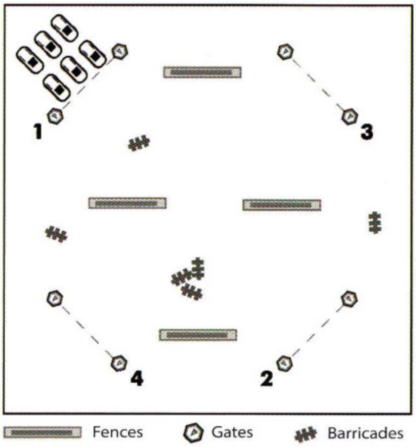
Here is an example setup using four gates on a 4'x4' table. This will provide a "figure of eight" race track:

Visit the Gaslands.com website for more ideas about racetrack layouts.

TEAMS

If you are playing with 6 or more players (which works fine and is a great way to enjoy *Gaslands*), it is recommended that players only field a single vehicle. Consider pairing up into teams, as it can be more fun that way.

Figure of 8 Death Race setup.



POLE POSITION

Roll off to determine who has pole position. The player with pole position deploys the first vehicle and activates the first vehicle.

Whenever the player with pole position passes a gate with any vehicle, they must immediately choose another player and pass pole position to them.

STARTING GRID

The STARTING GRID is a grid as wide as the number of players and as deep as required to deploy all cars.

Starting with the player in pole position, players take it in turns to place a vehicle anywhere in the first rank of the starting grid, touching the Starting Line. Players must fill up the first rank of the Starting Grid before a vehicle can be placed into the second rank, and so on.

Vehicles must be placed into the Starting Grid such that they are not touching any other vehicle. Vehicle must be placed leaving a finger's width

A tight-knit pack approaches the first gate.

gap on all sides of the vehicle.

The starting line doesn't need to be passed to be able to pass Gate 1.

GATES

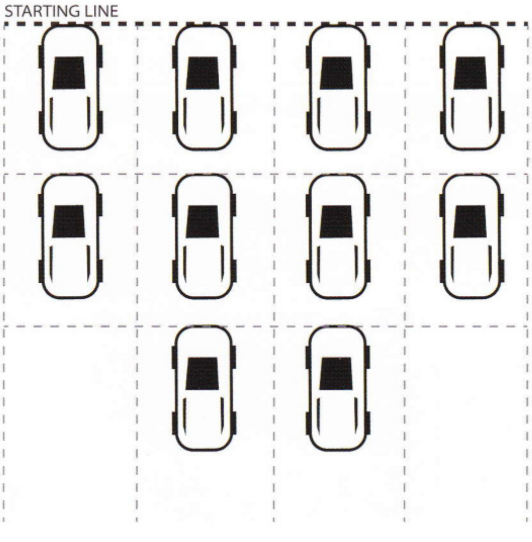
A GATE is formed by placing two small obstacles exactly long straight apart.

Gates have an orientation and there is only one correct way through a gate. Gates are numbered.

The invisible line between the centre-points of the two objects forms the LINE of the Gate. Here is an example of a Gate:

The two objects that make up the Gate's edges count as middleweight obstacles, but the gap between the objects counts as an open surface.

Alternatively, use a flat template the same dimensions as the long straight template as the gate, and treat it as an open surface.



Starting Grid positions.

PASSING GATES

When any part of a vehicle touches the line of a Gate, while travelling in the correct direction, it PASSES that gate. A vehicle must pass the previous Gate before it can pass the subsequent gate. E.g. a vehicle must pass Gate 1 before it is able to pass Gate 2 and so on. Note: the starting line doesn't need to be passed to be able to pass Gate 1.

WEAPONS INACTIVE UNTIL GATE 1

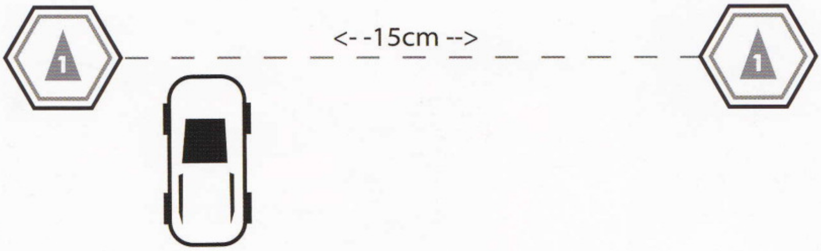
Vehicles may not make shooting or dropped weapon attacks until they have passed Gate 1 and their weapons activate. Before a vehicle passes Gate 1, all of their weapon systems are disabled, although they are free to make smash attacks as part of collisions.

FINISH LINE

The FINISH LINE is the final Gate in a race. It can be passed only after passing all previous Gates.

AUDIENCE VOTES

The producers of the Gaslands TV show don't like a clear winner.



It doesn't make good television.

When a vehicle is the **first** to pass any given Gate that game, each **other player** rolls a D6, and adds the number of Gates behind the active vehicle that their front-most vehicle is. If the total is 6 or more, they immediately gain 1 audience vote.

Put another way, if you are just one gate behind, you get an audience vote on a roll of a 5+. If your best car is lagging two gates behind the leader, you get an audience vote on a roll of a 4+, and so on.

RACE END

When the first non-Helicopter, non-Gyrocopter vehicle has passed the finish line the game is over. The finish line can only be passed if the vehicle has passed all the other previous gates.

VICTORY

The first **player** to pass the finish line with a non-Helicopter, non-Gyrocopter vehicle is the winner.

FINAL POSITIONS

As soon as a player has passed the finish line, freeze play and check the positions of all vehicles. The vehicle that has passed the finish line is the winner. The closest vehicle to the finish line that has also passed all previous Gates is in second place, and so on.

Weaving among the dockside shipping containers.

OTHER SCENARIOS

SATURDAY NIGHT LIVE

"It's the biggest, most explosive night of the week! The teams are arrayed before us, hungry to impress. Because, of course, tonight: YOU decide the winner!"

SETUP

Lay out some terrain to represent a dystopian demolition derby arena.

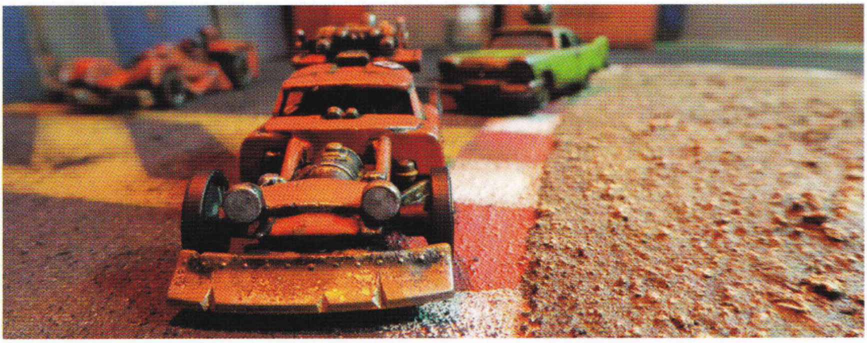
DEPLOYMENT

Players roll-off for pole position.

Starting with the player with pole position, players take it in turns to deploy all of their vehicles. Each player first deploys a single vehicle touching any board edge and more than double range from any other player's vehicle. They then deploy the rest of their vehicles (1) touching any board edge, (2) more than double range from any other player's vehicle and (3) within short range of another friendly vehicle.

No player may deploy on a table edge that already has another player's team touching it, unless there are no edges without teams already touching them.

After all teams have deployed, the player with pole position may give all other players +1 audience vote (and therefore +1 Victory Point) to pick up his or her team and deploy again. This offer passes clockwise around the players until all players have either refused or re-deployed.



Working headlights aren't required by the regulations, on account of Gaslands having no regulations.

POLE POSITION

At the end of each gear phase, pass the pole position marker clockwise.

SPECIAL RULES

Screen Time: A vehicle may only gain audience votes if they are within double range of any enemy vehicle at the point that the audience vote would be gained.

Prizes Mean Points: Whenever a player gains one or more audience votes, they also gain an equal number of Victory Points.

Handicap: A player may only re-spawn vehicles while they have fewer than 10 Victory Points. If a player can re-spawn a vehicle, they must.

SPECIAL PRIZES

Through the game, vehicles can win a SPECIAL PRIZE for entertaining the audience at home.

At the start of the first turn, and whenever a special prize is claimed, roll a D6 and add the current gear phase number and turn number. The result indicates the special prize condition. If the generated special prize is the same as the last active special prize, re-roll it until a different special prize is generated. TV audiences have a very short attention span.

Whenever a vehicle or player meets the current special prize conditions, its controller may claim the special prize to gain +1 audience vote (and therefore also +1 Victory Point). That player then rolls to generate a new special prize.

A player may not gain two of more audience votes from the same special prize condition in a single activation.

Result	Special Prize Conditions
3	Control the active vehicle
4	Control the active vehicle when the active vehicle is in current gear 3 or higher
5	Control the active vehicle when any part of the active vehicle's movement template or final position falls within short range of the centre point of the table
6	Control the active vehicle and have pole position
7	Control the active vehicle and discard its last hazard token without wiping out
8	Control the active vehicle and select a hazardous maneuver
9	Control the active vehicle and declare a side-swipe or T-bone smash attack
10	Control the active vehicle when any vehicle within double range of the active vehicle loses one or more hull points
11	Control the active vehicle when any vehicle within double range of the active vehicle has 8 or more hazard tokens
12	Control the active vehicle when any vehicle within double range of the active vehicle fails a flip check
13	Control the active vehicle when any vehicle within double range of the active vehicle is wrecked
14	Control the active vehicle when any vehicle within double range of the active vehicle explodes
15	Control the active vehicle when the active vehicle is in a current gear equal to its max gear

Note: For the avoidance of doubt, the active vehicle is within double range of itself.

VICTORY CONDITIONS

The first player to possess 15 Victory Points is the winner.

The new Arena of Death show is proving a massive hit for fans and sponsors.

ARENA OF DEATH

"Tonight's games are a simple affair. You know the rules. I know the rules. The drivers sure as hell know the rules. Well... most of the rules... ACTIVATE THE TURRETS! [Wild applause]"

SETUP

Lay out some terrain to represent a dystopian demolition derby arena.

POLE POSITION

Players roll-off for Pole Position. At the end of each gear phase, pass the pole position marker clockwise.

DEPLOYMENT

Starting with the player with pole position, players take it in turns to deploy all of their vehicles. Each player first deploys a single vehicle touching any board edge and more than double range from any other player's vehicle. They then deploy the rest of their vehicles (1) touching any board edge, (2) more than double range from any other player's vehicle and (3) within short range of another friendly vehicle.

Roll 2D6. This is the number of gun turrets that should be deployed. Starting with the player with pole position, players (or teams) take it in turn to deploy a gun turret each until all turrets are deployed. When deploying a gun turret, it may be deployed anywhere on the board, but not touching a vehicle or terrain.

SPECIAL RULES

Players may not use RE-SPAWN during this game.

GUN TURRETS

GUN TURRETS count as middleweight destructible obstacles. They may be targeted with shooting attacks, and have 4 hull points if shot at.

Gun turrets automatically make a 2D6 shooting attack targeting the first vehicle to end their movement step within medium range of the turret each Gear Phase. The target may evade as normal.

VICTORY CONDITIONS

The last player with an active vehicle wins.

ZOMBIE BASH

The wastelands of the Irradiated States of America are no longer quiet. The graves of a million Americans lie empty, their eerie and radioactive occupants roaming the highways in undead hoards.

SETUP

You will need a large number of roughly 15mm or 20mm zombies or army men to represent zombies. There should be more than 10 zombies per player.

Tip the zombies into the play area, and spread them roughly equally around the table area.

POLE POSITION

Roll-off for pole position. At the end of each gear phase, pass the pole position marker clockwise.

DEPLOYMENT

Starting with the player with pole position, players take it in turns to deploy all of their vehicles. Each player first deploys a single vehicle touching any board edge and more than double range from any other player's vehicle. They then deploy the rest of their vehicles (1) touching any board edge, (2) more than double range from any other player's vehicle and (3) within short range of another friendly vehicle.

SPECIAL RULES

Vehicles may not attack ZOMBIES. Zombies do not count as obstructions.

If a vehicle's maneuver template or final position touches a zombie, that vehicle may COLLECT that zombie.

If a vehicle is wrecked, is controlled must place 5 zombies from her collected zombies within short range of the wrecked vehicle.

VICTORY

The player who has collected the most zombies after the last zombie is run over is the winner.

MONSTER TRUCK SMASH

"And tonight's random draw is… (drum roll please)… Ms Annie McGarnacle! Come on down, Annie! You are tonight's winner, and now's your chance the win some BIG CASH PRIZES!!!"

SETUP

Lay out some terrain to create a post-apocalyptic wasteland.

TEAM

Players roll off to see who will be the MONSTER. The other players become the MICE.

The Monster does not select vehicles from their team; instead they receive a single Monster Truck, with no weapons, upgrades or perks. They will lose this monster truck at the end of the game.

The Mice may field any and all vehicles from their team, but may not field any heavyweight vehicles.

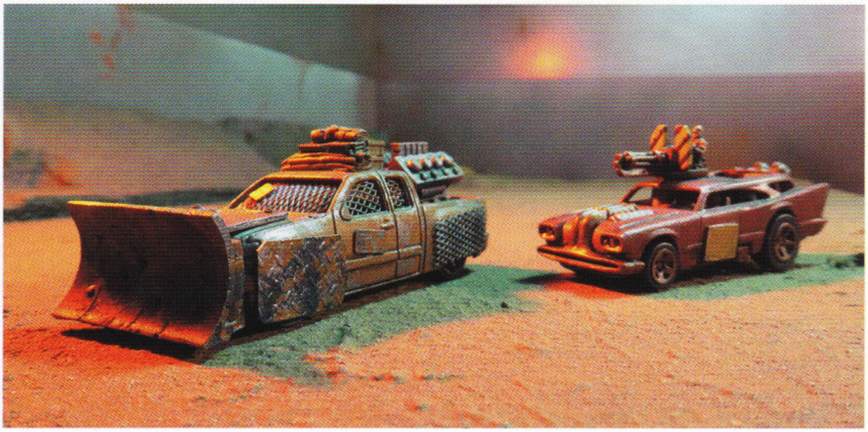
POLE POSITION

The Monster always has pole position during this scenario.

DEPLOYMENT

The Monster deploys their Monster Truck in the centre of the Monster's table edge.

Mrs Eversfield of the Florida Remains is tonight's surprise bus driver.



Vehicles are stripped of anything not totally required for either winning or killing.

The Mice players take it in turns to deploy all of their vehicles. Each player first deploys a single vehicle touching any point on the Mice's table edge, (which is the opposite table edge to the Monster's table edge), and more than double range from any other player's vehicle. They then deploy the rest of their vehicles (1) touching their board edge, (2) more than medium range from any other player's vehicle and (3) within short range of another friendly vehicle.

FLAGS

After deployment, each player deploys two FLAG MARKERS anywhere within double range of centre of the table, and not touching terrain or another vehicle. You might use crates, bottle caps or literal little flags.

A vehicle may pick up any flag marker if its maneuver template or final position touches the flag marker. Place the flag marker on the vehicle's dashboard.

If a vehicle is wrecked or SQUASHED, the vehicle's owner must place the Flag Marker touching the wreck.

A vehicle may drop the flag marker at the end of its activation. Place the flag marker touching the vehicle.

Players may pick up any flag markers include ones they deployed.

Flag Markers do not count as obstructions.

SPECIAL RULES

If the Monster causes at least one damage against a Mouse using a smash attack, then that Mouse is SQUASHED and immediately removed from play.

At the start of each turn, any vehicle that has been squashed may be re-spawned for free touching their table edge.

GAME END

The game ends when all of the flag markers have been collected, or one player has collected two thirds of the flag markers, or the Monster is wrecked.

VICTORY CONDITIONS

The Monster gains 3VP for each Mouse it squashes.

Each Mice players gain 1VP for each flag marker they are carrying at the end of the game.

The player with the most victory points is the winner.

CAPTURE THE FLAG

"Ladies and Gentlemen in the arena tonight. Online viewers. Sports fans. When two tribes go to war, only Premium Subscribers get FlagCam™!"

SETUP

Lay out some terrain to represent a post-apocalyptic wasteland.

POLE POSITION

Roll-off for pole position. At the end of each gear phase, pass the pole position marker clockwise.

DEPLOYMENT

Starting with the player with pole position, players take it in turns to deploy all of their vehicles. Each player first deploys a single vehicle touching any board edge and more than double range from any other player's vehicle. They then deploy the rest of their vehicles (1) touching any board edge, (2) more than double range from any other player's vehicle and (3) within short range of another friendly vehicle.

No player may deploy on a table edge that already has another player's team touching it, unless there are no edges without teams already touching them.

FLAGS

After deployment, each player deploys a single FLAG MARKER exactly short straight in front of the first vehicle they deployed, and not touching terrain or another vehicle. You might use a crate, a bottle cap or a literal little flag. Use colours or numbers to distinguish each player's flag.

A vehicle may pick up a Flag Marker if its maneuver template or final position touches the flag marker. Place the flag marker on the vehicle's dashboard.

When a vehicle is wrecked, the vehicle's owner must place the flag marker touching the wreck.

If a vehicle carrying a flag marker is touching another vehicle, it may pass the flag marker to that vehicle at the end of its activation.

A vehicle may drop the flag marker at the end of its activation. Place the flag marker touching the vehicle.

Players cannot pick up their own flag markers. They simply ignore them.

Flag Markers do not count as obstructions.

GAME END & VICTORY

The game ends when a player touches his or her own table edge with a vehicle that is carrying the flag marker of an opponent. That player immediately wins!

ADVANCED RULES: PERKS

THE SPONSORS

With the promise of the right to ascend to the shining Martian pleasure domes, there are many who are ready to generously sponsor new teams. Each has lucrative adverting deals in place, of course.

Grant Rutherford is the son of a militaristic American oil baron. He is aggressive, rich and uncompromising. His beaming face, beneath his trademark cream Stetson, adorns billboard advertisements for his high-quality and high-priced Rutherford brand weaponry. Teams sponsored by Rutherford get access to military surplus, missile launchers, tanks and helicopters and as much ammo as they can carry. After his team won in 2016, he was only too happy to kiss the Earth goodbye and now runs his company from his highly exclusive Martian office.

Yuri Miyazaki grew up in the rubble of Tokyo, fighting her way to the top of the speedway circuit with incredible feats of daring and vehicular agility. She has a small fleet of elite couriers who run jobs for the wealthiest or most desperate clients. It is whispered that she also runs guns for the Pro-Earth Resistance, but no one who spreads that rumour lives long enough to spread it far. Miyazaki's drivers are unsurpassed in their skill and finesse.

Andre Mishkin is not a natural sportsman. However, the brilliant Russian engineer and inventor proved in 2010 that technology is just as solid an answer as skill or ferocity on the track. From his research and development facility on Mars he continues to send designs for unusual and devastating weapons and sleek, hi-tech vehicles to Earth for field-testing by the teams he sponsors.

Burning through the underground complexes of the Washington Bunker Brawl track.

Yandi Idris is an addict. From the first time the hot and sweet fumes of a singing petrol engine filled his nose he could find no other joy. He said that the first time he pressed that nitro-oxide button was like touching the face of God. Mystical, irrational and dangerous, the Cult of Speed spread like wildfire after Idris' meteoric rise during the 2012 Gaslands season. He crossed the final finishing line in a ball of fire and his body was never found. His fanatical followers say that at 201mph you can hear his sonorous voice on the rushing head wind.

Slime rules a wild and feral city in the Australian wastes known as Anarchy. Young people crawled out of the wreckage of the scorched earth in their thousands to rally round her ragged banner. The wild-eyed and whooping joyful gangs of Anarchy are led by Slime's henchwomen, the Chooks, who seek fame and adoration from the global Gaslands audience.

Warden Cadeila is proud to live in São Paulo, a shining hub of humanity and relatively untouched by the war. The São Paulo People's Penitentiary has three of Gaslands' top ten teams in the past decade, and the Warden continues to grant her prisoners a chance at freedom as long as the Gaslands franchise continues to deliver the sponsorship deals. The deal isn't great for the damned souls who are welded into the Warden's solid steel "coffin cars", but it's better than the alternative.

SPONSORED PERKS

A team must choose a SPONSOR. This sponsor immediately grants the team all of the SPONSORED PERKS for that sponsor.

RUTHERFORD

Teams sponsored by Rutherford gain the following sponsored perks:

Military Hardware: This team may purchase a single Tank. This team may purchase a single Helicopter.

Well Stocked: This team considers any weapon with the ammo 3 special rule to instead have the ammo 4 special rule when purchased.

Might Is Right: This team may not purchase lightweight vehicles.

Televised Carnage: If a vehicle in this team causes 6 or more hits in a single attack step, before evades, this team gains +1 audience vote.

MIYAZAKI

Teams sponsored by Miyazaki gain the following sponsored perks:

Virtuoso: The first time each vehicle in this team uses push it in an activation they may push it without gaining a hazard token.

Evasive Maneuvers: Before making an evade roll, vehicles in this team may gain any number of hazard tokens to add +1 to each of their evade dice for each hazard token gained. A roll of a "1" on an evade dice always counts as a failure.

Elegance: Teams sponsored by Miyazaki may not purchase Pickup Trucks, Buses or War Rigs.

Showing Off: Once per gear phase, if **all** of this team's in-play vehicles activated, resolved at least one un-cancelled spin result, resolved at least one un-cancelled slide result, resolved at least one stick-shift, and did not wipe out, this team gains +1 audience vote for each of this team's in-play vehicles.

MISHKIN

Teams sponsored by Mishkin gain the following sponsored perks:

Thumpermonkey: This team may purchase electrical weapons and upgrades.

Dynamo: After activating in gear Phase 4, 5 or 6, this vehicle may add +1 ammo token to a single electrical weapon or upgrade on that vehicle.

All the Toys: Whenever a vehicle in this team attacks with a named weapon that has not been attacked with by any vehicle during this game yet this team gains +1 audience vote.

IDRIS

Teams sponsored by Idris gain the following sponsored perks:

N2O Addict: This team may purchase the Nitro upgrade at half the listed cost.

Speed Demon: When using Nitro, vehicles in this team only gain hazard tokens until they have 3 hazard tokens after each of the two activations, rather than the normal 5.

Cult of Speed: If a vehicle in this team selects the long straight maneuver template in movement step 1.1 during gear phase 1, 2, or 3, this team gains +1 audience vote.

Kiss My Asphalt: This team may not purchase Gyrocopters.

SLIME

Teams sponsored by Slime gain the following sponsored perks:

Live Fast: If a vehicle in this team begins the wipeout step with more hazard tokens than hull points during its own activation this team gains +1 audience vote.

Pinball: If a vehicle in this team is involved in a sideswipe smash attack during its activation, immediately resolve another movement step with that vehicle after the current movement step.

WARDEN

Teams sponsored by the Warden gain the following sponsored perks:

Prison Cars: Vehicles in this team may purchase the following upgrade: **Prison Car:** Reduce the cost of this vehicle by 4 Cans. Reduce the hull value of this vehicle by 2. May only be purchased by middleweight vehicles.

Fireworks: If a vehicle belonging to this team explodes, gain +1 audience vote if it was middleweight or +2 audience votes if it was heavyweight in addition to any votes gained for being wrecked, and then discard all ammo tokens from the wreck.

DRIVER PERKS

PERK CLASSES

Perks represent the skills and experience of the members of your team, and allow you to further personalise your team.

Each PERK has a CLASS. Each Sponsor provides access to the following SPONSORED PERKS CLASSES:

Hidden from the Martian oppressors, Miyazaki's couriers run covert deliveries to secret locations.

Perk Class	Rutherford	Miyazaki	Mishkin	Idris	Slime	Warden Cadeila
Aggression					✓	✓
Badass	✓					✓
Daring		✓				
Military	✓		✓			
Precision		✓		✓		
Speed				✓	✓	
Technology			✓			

Vehicles may purchase perks from the team's Sponsored Perks Classes at the listed cost.

This is no limit to the number of perks each vehicle can have. Each perk may only be purchased once for each vehicle.

AGGRESSION

Double-Barrelled (2 Cans): During the attack step, up to 3 crewmembers in this vehicle may gain a +1 bonus to hit when shooting with a handgun.

Boarding Party (2 Cans): This vehicle ignores the distracted rule. Crewmembers in this vehicle may attack during the attack step even if the vehicle is distracted.

Battlehammer (4 Cans): When making a smash attack, this vehicle gains +1 attack dice for each hazard token it currently has.

Terrifying Lunatic (5 Cans): Whenever a vehicle controlled by another player ends its movement step within short range of this vehicle, the active vehicle gains a hazard token.

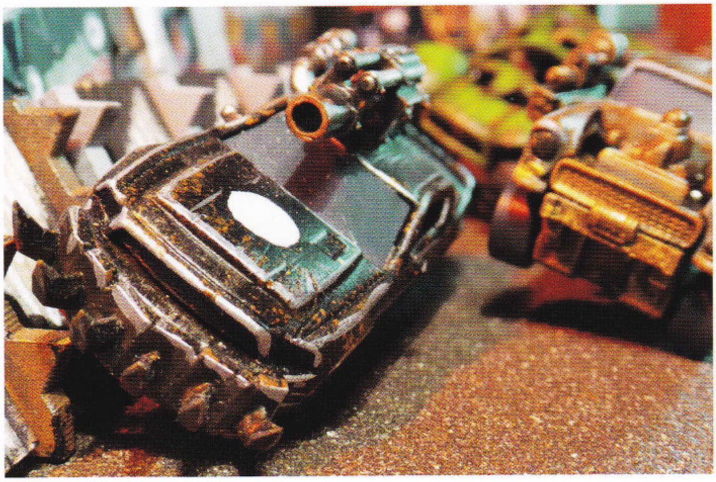
Grinderman (5 Cans): Before this vehicle rolls its attack dice in a smash attack, it may choose to add hazard tokens to the target vehicle for each damage it inflicts, instead of removing hull points.

Murder Tractor (5 Cans): This vehicle may make piledriver attacks, like a War Rig.

BADASS

Powder Keg (1 Can): This vehicle may add +1 to its explosion check. Treat this vehicle as one weight-class heavier when it explodes. Note: this bonus **does** apply during resolution of the FIREWORKS perk.

Road Warrior (2 Cans): If this vehicle successfully causes one or more hits on an enemy vehicle at any point during its activation, this vehicle may remove a single hazard token for free at the end of its activation.


The best drivers just treat crash barriers as another road surface.

Cover Me (2 Cans): Once during its activation, this vehicle may remove a hazard token and place it on another friendly vehicle within double range.

Fist of Steel (4 Cans): This vehicle may take a hazard token to re-roll all its attack dice during a smash attack.

Madman (3 Cans): At the end of this vehicle's activation, if it has 4 or more hazard tokens, it may remove a hazard token and place it on another vehicle within medium range.

Crowd Pleaser (1 Cans): If this vehicle wipes out, gain +1 audience vote.

DARING

Evasive (5 Cans): This vehicle counts a roll of a 5+ as a success during an evade attempt.

Powerslide (5 Cans): This vehicle may use **any**

template except the long straight template instead of the slide template when applying a slide result. As with the movement step 1.1, you must use the first maneuver template you touch. Treat the selected maneuver template as a slide template for purposes of finding the vehicle's final position.

Slippery (3 Cans): Vehicles making a smash attack targeting this vehicle suffer a penalty of -2 attack dice.

Trick Driving (5 Cans): This vehicle may select a maneuver template as if its current gear was one higher or one lower. This vehicle still uses its actual current gear during its skid check. An otherwise unpermitted maneuver template selected using this perk counts as a hazardous maneuver.

Stunt Driver (7 Cans): May only be taken on a Bike, Buggy, Car or Performance Car. This vehicle may choose to ignore any number of obstructions during its movement step. After any movement step in which this vehicle chooses to ignore any obstruction using this ability, this vehicle immediately gains 3 hazard tokens.

Chrome-Whisperer (2 Cans): This vehicle may push it any number of times during a single skid check, gaining +1 hazard token each time.

MILITARY

Return Fire (5 Cans): Once per gear phase, if this vehicle is the target of a shooting attack, this vehicle may take 2 hazard tokens to immediately attack, as if it was this vehicle's attack step.

Dead-Eye (3 Cans): During this vehicle's attack step, up to three crewmembers in this vehicle may gain a +1 bonus to hit if making a shooting attack at a target within double range and not within medium range. Critical hits still occur only on the natural roll of a 6.

Rapid Fire (2 Cans): **Once per turn** a single crewmember in this vehicle may shoot twice with the same weapon in a single attack step. When firing a weapon that has limited ammo in this way, each attack removes a separate ammo token.

Headshot (4 Cans): When making a shooting attack, this vehicle's critical hits inflict 3 hits instead of the normal 2 hits.

Loader (2 Cans): This vehicle may assign two crewmembers to a single weapon during the attack step to gain +1 to hit with that weapon. The second crewmember may not make a separate attack. Critical hits still occur only on the natural roll of a 6.

Fully Loaded (2 Cans): When this vehicle attacks with a shooting weapon that has 2 or more ammo tokens remaining, gain +1 attack die

PRECISION

Big Tires (2 Cans): This vehicle may ignore the penalties for being on rough or treacherous surfaces.

Moment of Glory (2 Cans): Once per game, after rolling the skid dice, but before resolving the results, this vehicle may immediately change any number of skid dice to any results they choose.

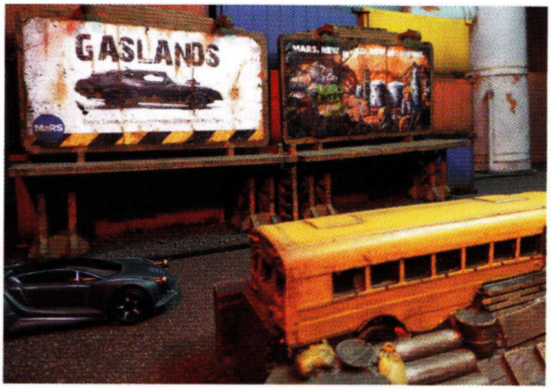
Easy Rider (5 Cans): Once per turn, this vehicle may discard one rolled skid die result before applying the results.

Restraint (2 Cans): When making a skid check, this vehicle does not receive hazard tokens for stick-shifting **down** a gear.

Expertise (3 Cans): This vehicle adds +1 to its handling value.

Handbrake Artist (5 Cans): When applying a spin result, this vehicle may choose to face **any** direction.

The collapsed cities of Earth are slums, wretched and deadly.



SPEED

Hot Start (1 Cans): Roll a D6 at the start of the game. This vehicle starts the game in that gear.

Slipstream (2 Cans): During this vehicles' skid check, this vehicle gains a shift result if there is another vehicle within short range in front of it, (measured like a front-mounted short range shooting attack).

Force Transferal (2 Cans): If this vehicle loses one or more hull points due to any attack with the Blast rule, this vehicle may immediately stick-shift **up**.

Cherry "Chevy" Railer is a crowd-pleasing Chook from down-under. Bookies have her at 12:1 to make the cut for the Grand Tour.

Overload (2 Cans): When making a skid check, this vehicle may roll one additional skid die. If it does, it must change up at least one gear or gain a hazard token.

Time Extended! (3 Cans): At the end of an activation in which this vehicle passes a gate, **before** checking for wipeouts, this vehicle may immediately remove any number of hazard tokens.

Hell For Leather (5 Cans): This vehicle considers long straight to be permitted in any gear. The long straight is not considered either hazardous or trivial in any gear.

TECHNOLOGY

Rocket Thrusters (1 Cans): When this vehicle is moved as part of a flip, it may choose to use the long straight, veer or gentle templates instead of the medium straight template.

Whizbang (1 Can): At the start of each game, this vehicle gains a random SPEED PERK. This perk is lost at the end of the game.

Gyroscope (1 Can): At the start of each game, this vehicle gains a random PRECISION PERK. This perk is lost at the end of the game.

Mobile Mechanic (5 Cans): Once per turn, during the attack step, a single crewmember may be assigned to perform a FIELD REPAIR instead of attacking with a weapon. This vehicle gains 1 hull point, which may not take the remaining hull points above the vehicle's hull value.

Experimental Nuclear Engine (5 Cans): Add +2 to this vehicle's max gear, (up to a maximum of 6). This vehicle considers the long straight maneuver to be permitted in any gear. If this vehicle ever fails a flip check, it is immediately wrecked and explodes. When this vehicle explodes, it counts as heavyweight. This perk may not be purchased for lightweight vehicles.

Experimental Teleporter (7 Cans): At the start of this vehicle's activation this vehicle may choose to activate the EXPERIMENTAL TELEPORTER. Gain 3 hazard tokens, and then roll a single skid die.

- If the skid dice result is any result other than a hazard, place this vehicle anywhere within **medium** range of its current position, not touching an obstruction or terrain, and without altering the vehicle's facing. This cannot cause a collision.
- If the skid dice result is a hazard, the player to the left of the controller of the active vehicle places this vehicle anywhere within long range of its current position, not touching an obstruction or terrain, without altering its facing. This cannot cause a collision.

ADVANCED RULES: THE WAR RIG

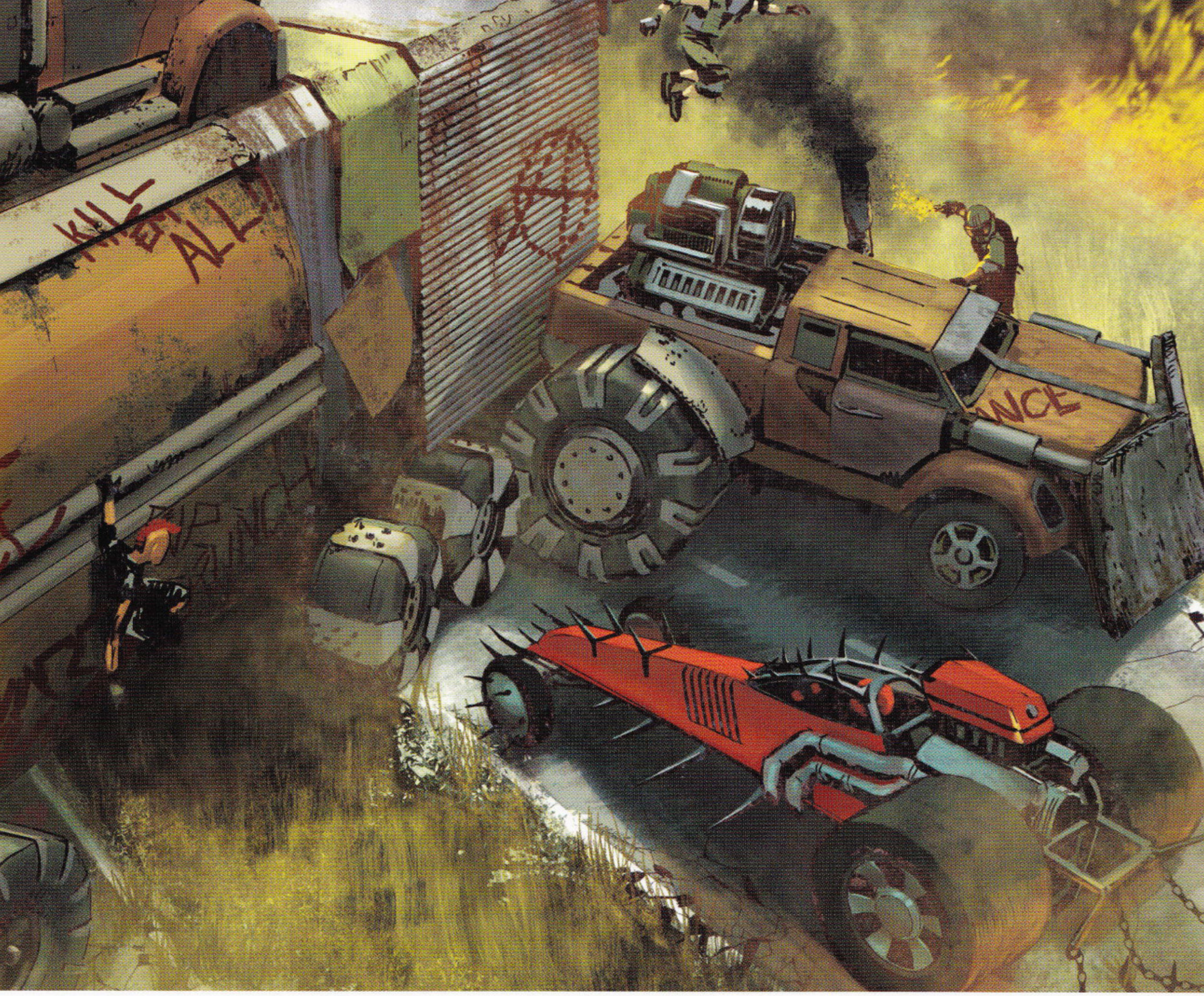
The War Rig is a massive vehicle and behaves in a couple of unique ways on the tabletop.

CAB & TRAILER

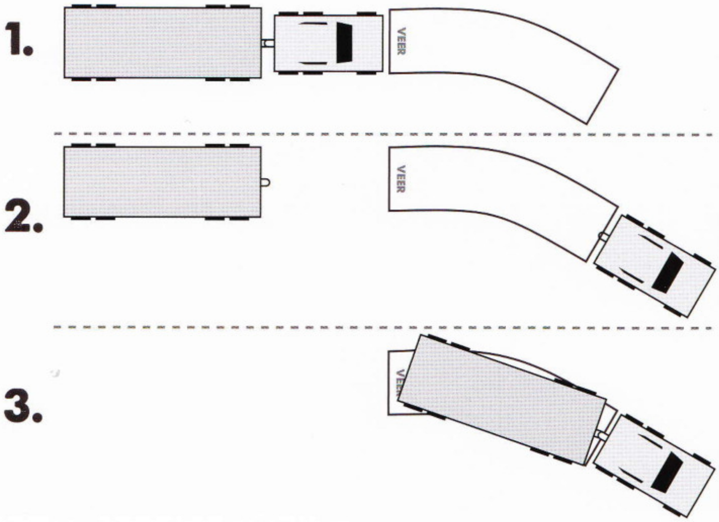
The CAB is the front part of the War Rig, also known as the tractor. The TRAILER is the rear part of the War Rig.

MODELLING YOUR WAR RIG

As you will see below, the rules surrounding the War Rig require you to treat the cab and the trailer as somewhat separate game elements.



Because of this, it is highly recommended that you model your War Rig in such a way that the cab and trailer can be separated and pivoted during play. You might choose to use small magnets or a pin or peg to connect the two halves while allowing them to be separated and pivoted during play.



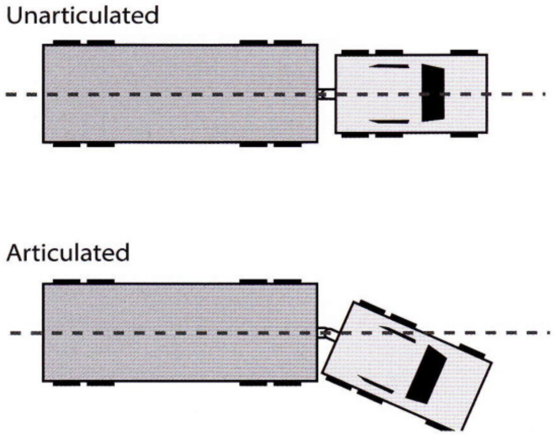
Maneuvering the War-Rig.

MANEUVER TEMPLATES

When moving the War Rig:

1. Place the maneuver templates so that it is touching the centre of the front edge of the cab
2. Place the cab at the far end of the maneuver template
3. Place the trailer so that it is reconnected with the pin of the cab, centred on the maneuver template and covering as much of the surface area of the maneuver template as possible.

The trailer should follow the path of the cab as closely as possible during this vehicle's movement. This is enforced by ensuring that the trailer is covering as much of the surface area of the maneuver template as possible.



War-Rig articulation.

ARTICULATION DURING MOVEMENT

If the trailer is dead straight in relation to the cab, the War Rig is said to be UNARTICULATED. If the trailer is pivoted in relation to the cab, the War Rig is said to be ARTICULATED.

If a War Rig begins its movement step unarticulated and becomes articulated at any point during its movement step, it gains +1 hazard token.

If a War Rig begins its movement step articulated, it must end its movement step unarticulated, or gain +1 hazard token.

This essentially means that turning a corner generates a hazard token, whereas driving in a straight line does not.

TANKER ANCHOR

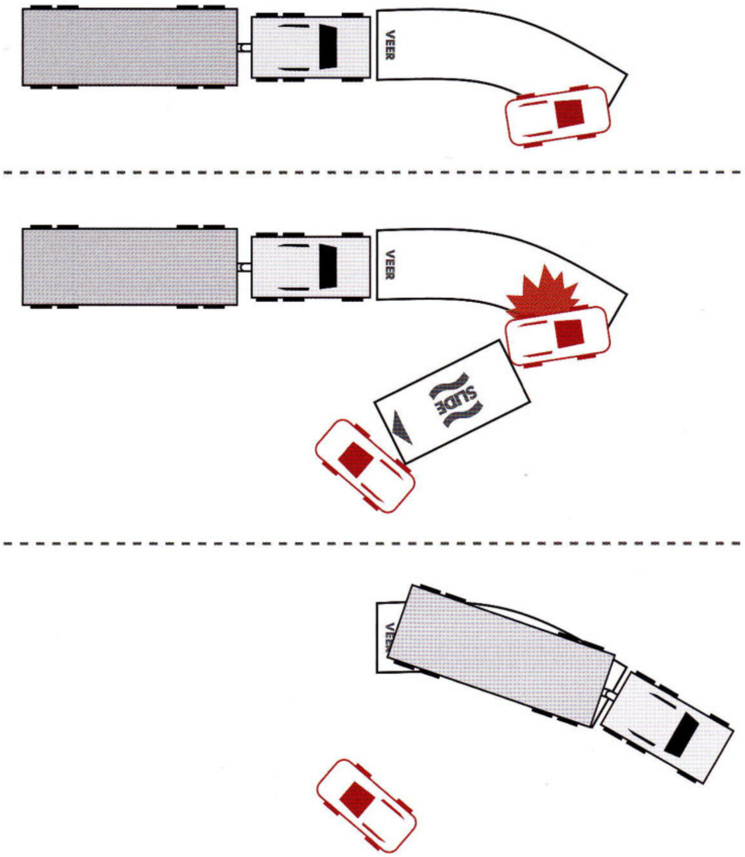
At the start of its activation, this vehicle may gain +1 hazard token to skip its movement step. This vehicle may then increase its current gear by 1.

PILEDRIVER ATTACK

During this vehicle's movement step, when this vehicle collides with another vehicle of a lighter weight-class, it may declare a PILEDRIVER ATTACK as its reaction.

If a vehicle is targeted with a piledriver attack, after resolving the collision, the controller of the vehicle that made the piledriver attack may place the target vehicle anywhere within short range of the target vehicle's original position. The target vehicle is rotated to face any direction, such that it does not collide with the active vehicle again.

War-Rig piledriver attack.



SHOOTING

When purchasing a weapon for a War Rig, the player must declare whether that weapons is installed on the cab or the trailer. When measuring range, place the shooting template touching either the cab or the trailer, depending on where the weapon is mounted.

SPIN RESULTS

Spin the whole model as a single object, ensuring that an articulated war rig is moved as a fixed object. Ensure that the cab and trailer end the spin in the same orientation relative to each other.

WIPING OUT

When a War Rig suffers a wipeout, ignore Step 4. I.e. do not rotate the War Rig.

JACKKNIFE

If a War Rig fails a flip check, do not resolving a flip and instead resolve a JACKKNIFE.

The player to the left of the active player articulates the War Rig as they like, and then rotates the articulated cab and trailer as a single fixed object up to 90 degrees in either direction.

COLLISION WINDOW

The War Rig performs a 4D6 attack against itself that cannot be evaded.

ADVANCED RULES: SEASONS

While *Gaslands* can be used to play one-off wasteland scraps or death races, many players will find it a more satisfying experience to play a series of games as a campaign. A SEASON allows you and your friends to play out a whole *Gaslands* racing season, punctuated with fights over the resources needed to fund the next race.

Playing a *Gaslands* season requires two or more players who want to play a series of linked games with the same vehicles, growing and progressing their teams. A typical *Gaslands* season will feature between two and six players across five to ten games. However, there is nothing stopping you and your group playing with many more players or across a much larger number of games.

Gaslands provides two simple systems for playing a season of linked games. The first is a method for growing and expanding your teams over time, and the second is a method to adjudicate a winner for the season. You may choose to use either or both rules.

ESCALATING SEASONS

If you want to grow and improve your teams over many games, play an ESCALATING SEASON.

In an escalating season, each team starts with an agreed number of cans, (50 cans is recommended). Before each game after the first, each team receives an agreed number of BONUS Cans, (10 cans is recommended), to spend as they please on their team. In this way, players will have roughly evenly-matched veteran teams by the end of the season.

If a player joins partway through the season, simply give that player a starting number of cans equal to the number everyone else has spent so far in this season. For example, if you are playing a season in which players begin with 50 cans to spend and add 10 cans before the start of every game after the first, and a player wishes to join just before the fourth game, give that player (50 + 10 + 10 + 10) 80 cans to hire their team and let them get stuck in.

Some teams take pride in their vehicles. Some teams treat them as ammunition.

CHAMPIONSHIP SEASONS

If you want to adjudicate a final victor at the conclusion of your season, play a CHAMPIONSHIP SEASON.

It is entirely possible (and highly recommended) to play an ESCALATING CHAMPIONSHIP SEASON.

In a championship season, players are awarded CHAMPIONSHIP POINTS at the end of each game, according to how well they performed in that game.

Championship Points are awarded for the position the player came in the game:

POSITION	CHAMPIONSHIP POINTS
1st	5
2nd	3
3rd	1
4th and below	0

EVENTS

If you want to play an organised *Gaslands* event with friends, the simplest format is three games of 50 cans with random scenarios, with a winner determined using Championship Points.

To add an escalation element, try an event of 3 games where the scenarios are not announced prior to the games. Before game 1, the scenario is announced, and players are given 50 cans to build their initial teams. Before game 2, the scenario is announced, and then players are given 20 Bonus Cans to improve their teams. Again for game 3, the scenario is announced, and then players are given a further 20 Bonus Cans to improve their teams. In this way, the teams evolve over the day, and can't be too optimised in advance. The winner is determined using Championship Points.

ADVANCED RULES: AUDIENCE VOTES

Gaslands is a televised death-sport and the organisers want to ensure that the audience stays on the edge of their seats. In recent years, David Logan has started to introduce ways for the viewers at home to participate in the carnage. This is represented by AUDIENCE VOTES.

As you'll see, audience votes are used as a positive in-game handicap system, to allow players to get back into the game or to cause general mayhem.

GAINING AUDIENCE VOTES

Players gain audience votes when certain conditions are met. The player, not any specific vehicle, gains audience votes. A player may have any number of audience votes.

Condition	Audience Votes
One of your vehicles is wrecked	Gain 1 audience vote
Start a turn without any active vehicles.	Gain 2 audience votes
(Death Race only) A gate is passed for the first time that none of your vehicles have passed yet	Gain 1 audience vote on a 5+ if one gate behind, 4+ if two gates behind, etc.

Each sponsor also provides teams with additional conditions to gain audience votes which reward actions that that sponsor's fans want to see on their TV.

Use counters, coins, dice, gems or bottle caps to track how many audience votes you have.

SPENDING AUDIENCE VOTES

When a player has a chance to activate a vehicle, before the player declares which vehicle he or she is going to activate, he or she may announce that they are spending audience votes. A player may use audience votes in this way even if they have no active vehicles.

At the end of every gear phase, each player has one last opportunity to spend audience votes before the gear phase ends and the next one begins.

When a player has an opportunity to spend audience votes, that player may spend any number of audience votes to declare any number of effects.

Burn Rubber (1 Audience Vote): Select any vehicle you control. Immediately stick-shift up or down with that vehicle. This will cause that vehicle to gain 1 hazard token. Use of this effect can allow you to declare an activation with a vehicle that was previously unable to activate in this gear phase.

Thunderous Applause (1 Audience Vote): Select a vehicle you control. Immediately remove D6 hazard tokens from that vehicle.

Executive Intervention (2 Audience Votes): Select a vehicle you do not control. The selected vehicle immediately gains hazard tokens until it has 5 hazard tokens.

Re-Load (2 Audience Votes): Select a single weapon on a vehicle you control. The selected weapon immediately gains +1 ammo token.

Carpe Diem (2 Audience Votes): Give pole position to a player of your choice or stop its next move from occurring.

Re-Spawn (3 Audience Votes): You may only use this effect if you have no vehicles currently in play. Select a vehicle that you controlled that has been wrecked during this game and either, resurrect it by turning its wreck back over to become a vehicle or re-spawn it.

To re-spawn a vehicle in a Death Race scenario, place the vehicle so that it is touching the line of the last gate that it had passed prior to being wrecked (or the starting line if it had passed no gates). To re-spawn a vehicle in other scenarios, place the vehicle so that it is touching your table edge. The vehicle regains hull points equal to half its hull value (rounded down), discards all hazard tokens and is in Gear 1.

AFTERTHOUGHTS

ORGANISED PLAY

Current rules and guidelines for organised play for *Gaslands* are available at Gaslands.com. We love it when people run events, so make sure to let us know and we'll do what we can to let others know about it.

TEMPLATES & DICE

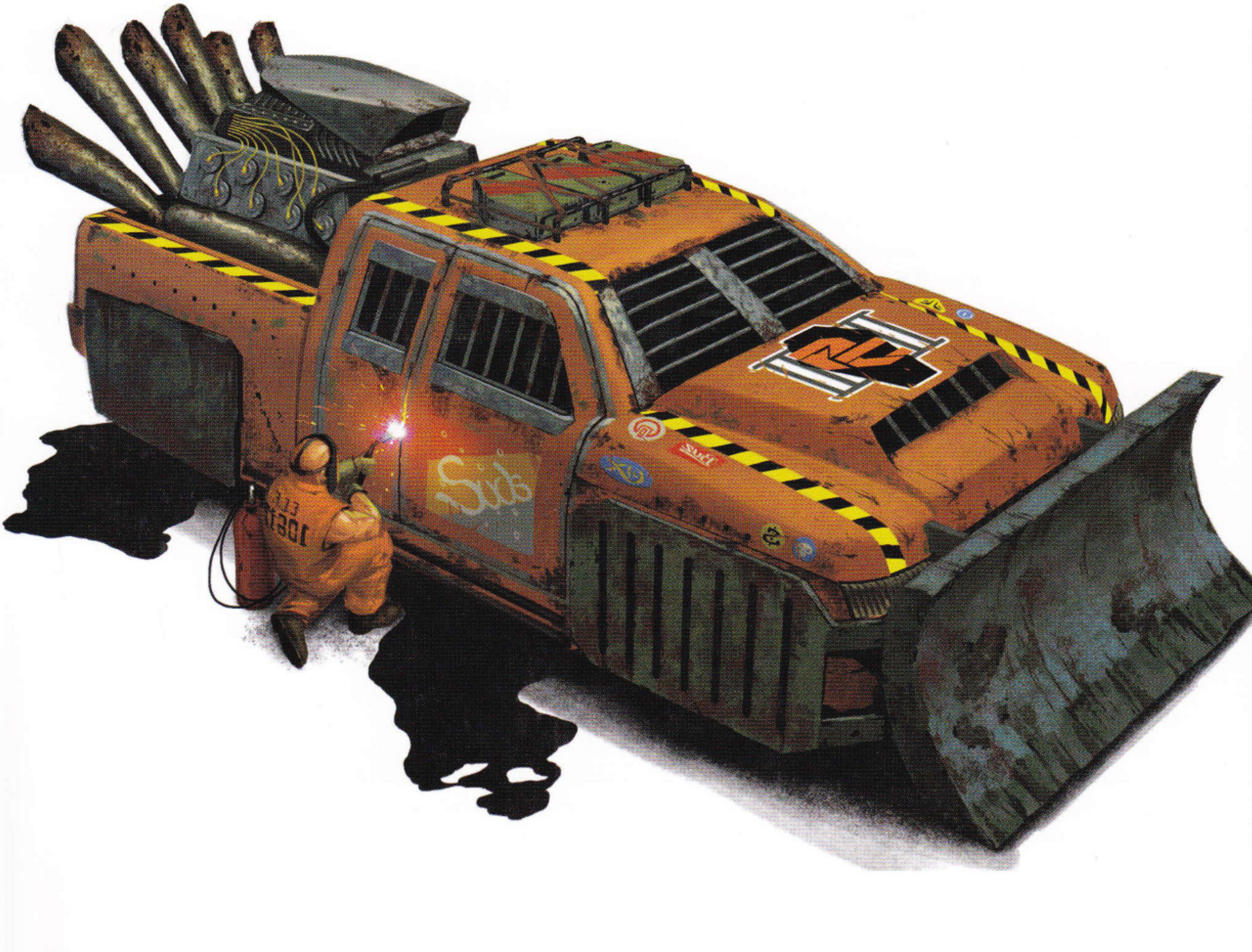
You can get hold of high-quality *Gaslands* plastic templates, tokens and skid dice directly from Gaslands.com

RACETRACK LAYOUTS

The layout you choose for your *Gaslands* Death Race can make a big difference to the length of the game and the amount of interaction between the lead vehicles and the laggards. Visit Gaslands.com to see layouts that other players have submitted, and to submit your own.

CHANGING THE SCALE

For the standard "toy cars" scale, which is very roughly 20mm, the long straight template is 18cm long and 3.5cm wide and we play on a 4'x4' table. To play *Gaslands* with 28mm scale



vehicles, photocopy the templates at 130% original size (i.e. from A4 to A3) and use a 6'x4' or 8'x4' table. To play *Gaslands* with 10mm, 15mm or "micro" scale vehicles, photocopy the templates at 70% original size (i.e. from A4 to A5) and use a 3'x3' table

CHANGING THE SETTING

The *Gaslands* rules are perfectly suited to a range of settings outside of the post-apocalyptic one we provide.

You might use these rules to play games based on 1970s cop shows, wacky races, sci-fi anti-grav or pod racing, space-orc buggy battles, Hollywood action chase sequences, NASCAR, Formula One, caveman car racing, powerboat racing, a robotic rally on a factory floor, a breakfast-table micro-machines race, skateboards or hover-boards, skiing, bicycle racing, zero-gravity EVA or jetpack combat, banger racing, demolition derby, motor-X, monster truck shows, and (maybe) even chariot racing.

Gaslands should suit most any kind of vehicle racing situation, or any situation where you need to simulate the competitors having momentum rather than be able to change direction at will.

Find out more at Gaslands.com

QUICK REFERENCE

Each Turn proceeds through gear phases 1 through 6.

GEAR PHASE

In each gear phase, activate each vehicle in that gear or higher, starting with the player in pole position and proceeding clockwise.

FULL ACTIVATION TIMING STEPS

MOVEMENT STEP

1.1 Select a maneuver template
1.2 Place the maneuver template
1.3 Make a skid check
1.4 Apply SHIFT results. Discard a SHIFT result to:
- Discard one HAZARD, SLIDE or SPIN result
- Stick-shift up: +1 current gear, +1 hazard token
- Stick-shift down: -1 current gear, +1 hazard token
- Discard one hazard token from this vehicle
- Discard without effect.

1.5 Gain hazard token from HAZARD, SLIDE and SPIN results
1.6 Resolve slide: place slide template
1.7 Move the vehicle into its final position
COLLISION WINDOW
1.8 Resolve spin: up to 90 degrees, either direction.
COLLISION WINDOW

ATTACK STEP

2.1 Check if you are distracted
2.2 Assign crewmembers to weapons
2.3 Declare targets
2.4 Check range, line of sight and cover
2.5 Roll to attack (4+ is a hit, 6 is a critical hit)
COLLISION WINDOW
2.6 Defender rolls to evade (roll number of evade dice equal to current gear, 6+ to cancel a hit)
2.7 Remove hull points

WIPEOUT STEP

3.1 Make a flip check: roll equal to or over the vehicle's current gear to succeed

3.2 If the flip check is failed suffer 2 hits

3.3 If the flip check is failed move medium straight

COLLISION WINDOW

3.4 Reduce current gear to 1

3.5 Remove all hazard tokens from the vehicle

3.6 The player clockwise of the player controlling the active vehicle rotates the vehicle about its centre point to any facing

COLLISION WINDOW

COLLISIONS

Collisions interrupt the normal flow of play, and must be resolved as soon as they occur.

1 Active vehicle declares either smash attack or evade

2 Obstruction declares either smash attack or evade. (Obstacles always declare smash attack).

3 Roll all smash attacks

4 Roll all evades

5 Apply un-cancelled hits

6 Each vehicle involved in the collision gains +2 hazard tokens (or +1 if both evaded)

Orientation	Smash Attack Dice
Head On	= Attacker's current gear plus Defender's current gear
T-bone or Sideswipe	= Attacker's current gear
Tailgate	= Attacker's current gear minus Defender's current gear
Bonus	**Bonus Smash Attack Dice**
1 / 2 Classes Heavier	+2 / +4 attack dice
1 / 2 Classes Lighter	-1 / -2 attack dice

WRECKED

1 Short straight move forward

COLLISION WINDOW

2 Become a wreck

3 Explosion check: Roll D6+ammo tokens, explodes on 6+

If vehicle explodes: attack everything within medium range with explosion attack with Blast:

WEIGHT	EXPLOSION ATTACK DICE
Lightweight	2D6
Middleweight	4D6
Heavyweight	6D6

SPENDING AUDIENCE VOTES

1 Vote: BURN RUBBER: Change gear.

- THUNDEROUS APPLAUSE: Remove D6 hazard tokens from that vehicle.

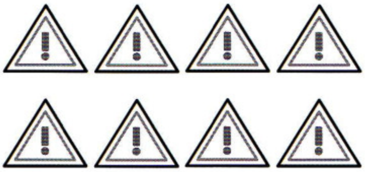
2 Votes: EXECUTIVE INTERVENTION: Put enemy vehicle on 5 hazard tokens.

- RE-LOAD: +1 ammo token.
- CARPE DIEM: Take pole position, or prevent its next move.

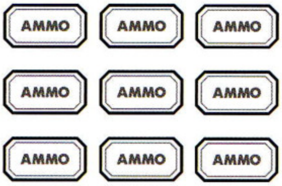
3 Votes: RE-SPAWN: If you have no vehicles currently in play, re-spawn one vehicle which suffers damage equal to half its hull value, rounded up.

TEMPLATES

HAZARD TOKENS



AMMO TOKENS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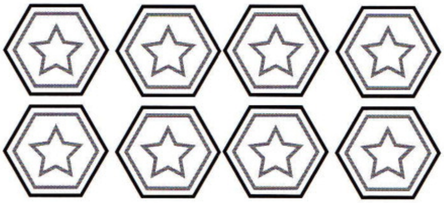
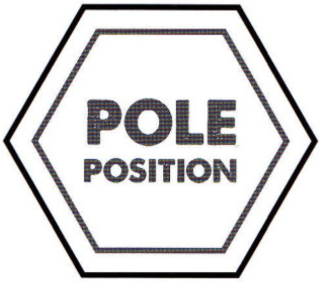
VOTE TOKENS



POLE POSITION TOKEN


POLE
POSITION

HELICOPTER

GEAR

MAX
4

HANDLING: 3 **CREW: 2**

HULL
☐☐☐☐
☐☐☐☐

ACTIVATED

HEAVYWEIGHT

GYROCOPTER

GEAR

MAX
6

HANDLING: 4 **CREW: 1**

HULL
☐☐
☐☐

ACTIVATED

MIDDLEWEIGHT

BUS

GEAR

MAX
3

HANDLING: 2 **CREW: 8**

HULL
☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

ACTIVATED

HEAVYWEIGHT

WAR RIG

GEAR

MAX
4

HANDLING: 2 **CREW: 5**

HULL
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

ACTIVATED

HEAVYWEIGHT

TANK

GEAR

MAX
3

HANDLING: 4 **CREW: 3**

HULL
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

ACTIVATED

HEAVYWEIGHT

BIKE

GEAR
MAX
6

HANDLING: 5
CREW: 1

HULL
☐☐
☐☐

LIGHTWEIGHT

ACTIVATED

BUGGY

GEAR
MAX
6

HANDLING: 4
CREW: 2

HULL
☐☐☐
☐☐☐

LIGHTWEIGHT

ACTIVATED

CAR

GEAR
MAX
5

HANDLING: 3
CREW: 2

HULL
☐☐☐☐☐
☐☐☐☐☐

MIDDLEWEIGHT

ACTIVATED

PERFORMANCE CAR

GEAR
MAX
6

HANDLING: 4
CREW: 1

HULL
☐☐☐☐
☐☐☐☐

MIDDLEWEIGHT

ACTIVATED

PICKUP TRUCK

GEAR
MAX
4

HANDLING: 2
CREW: 3

HULL
☐☐☐☐☐☐
☐☐☐☐☐☐

MIDDLEWEIGHT

ACTIVATED

MONSTER TRUCK

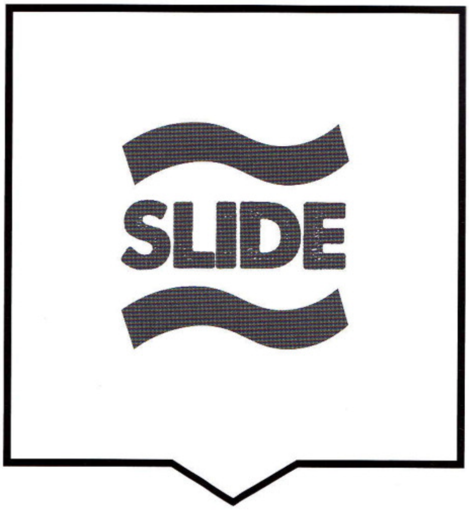
GEAR
MAX
4

HANDLING: 3
CREW: 2

HULL
☐☐☐☐☐
☐☐☐☐☐

HEAVYWEIGHT

ACTIVATED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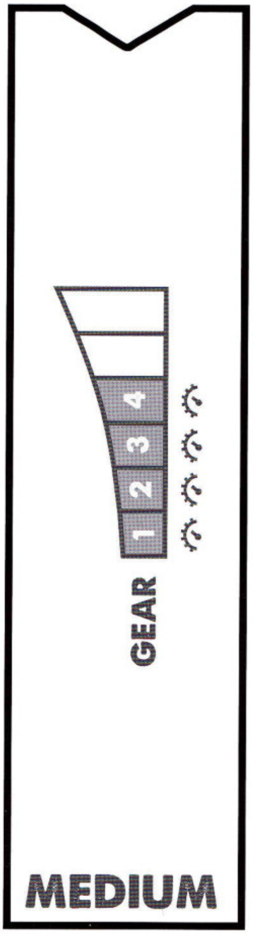
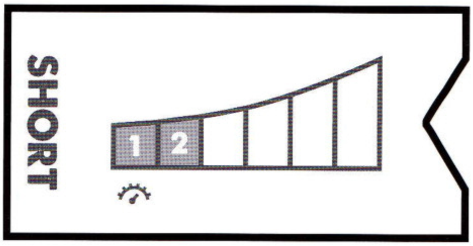

4
3
2
1
GEAR
MEDIUM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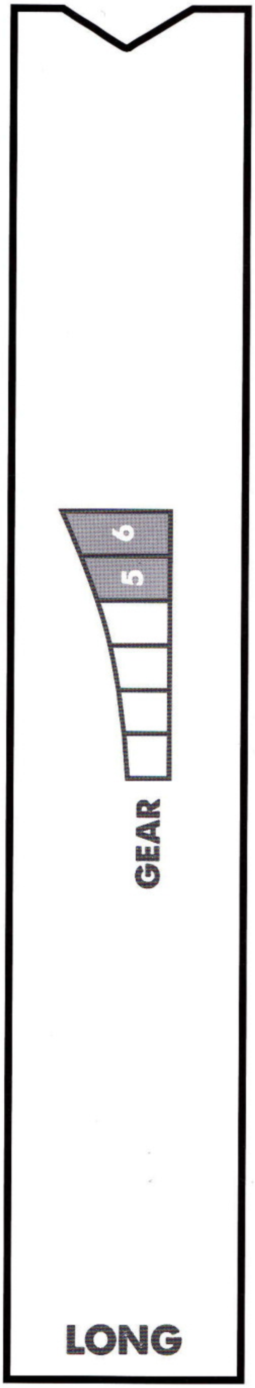
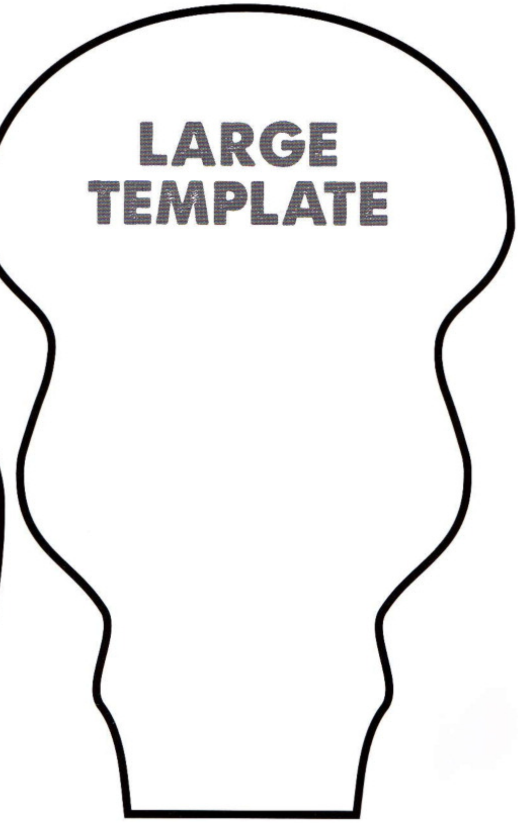
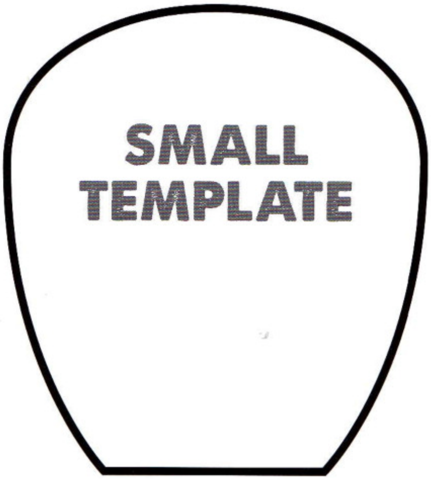
1
2


6
5
GEAR
LONG


LARGE
TEMPLATE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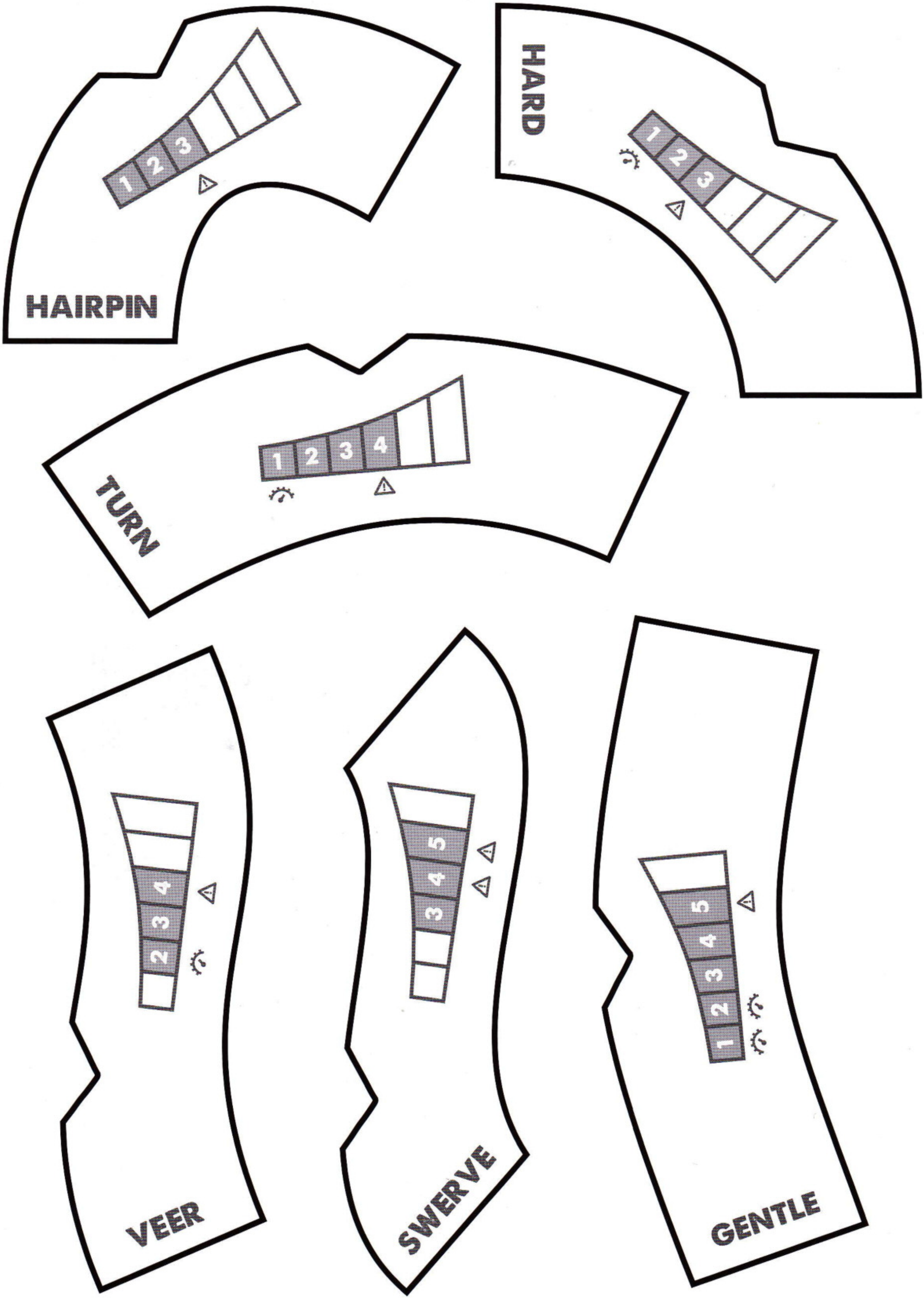
TEMPLATE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1 2 3
HARD
1 2 3
TURN
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VEER
2 3 4
SWERVE
3 4 5
GENTLE
1 2 3 4 5

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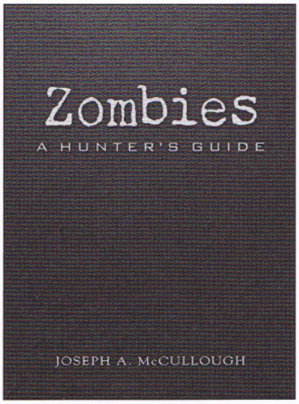
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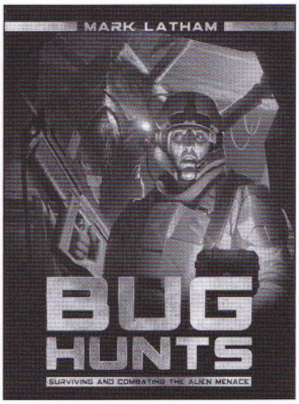
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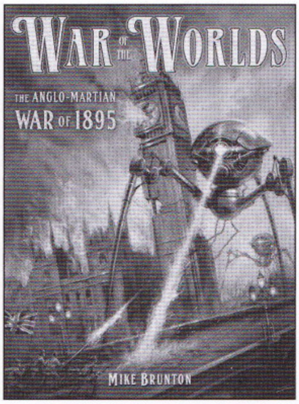
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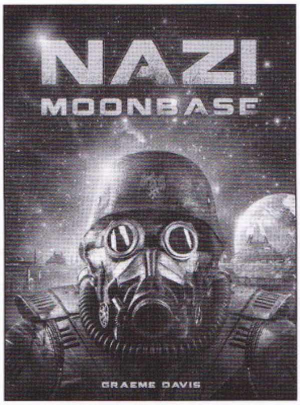
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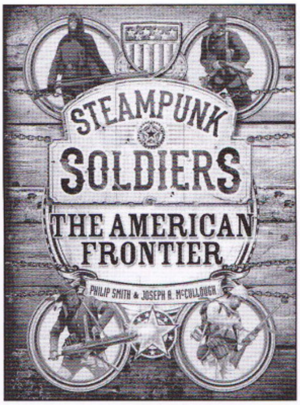
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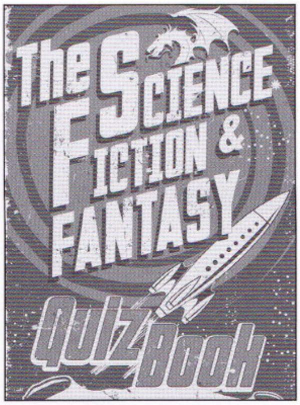
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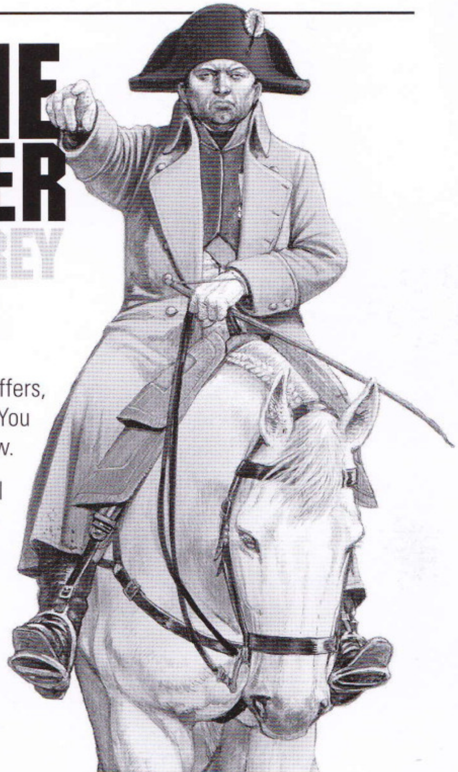

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